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Shadow Dragon







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Shadow Dragon

PRIMA Official Game Guide

Written by Stephen Stratton

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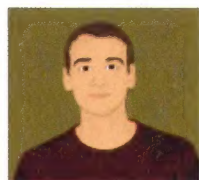
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Stephen Stratton has authored over 40 guides in his seven years with Prima. His personal favorites include *Resident Evil 4: Wii Edition*, *Mercenaries: Playground of Destruction*, *Mass Effect*, and pretty much every guide he's written that has either "Mario" or "Zelda" in its title.

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Steve would like to thank everyone at Nintendo, especially Damon Baker and Noriko Matsunaga, for all their help and support. Thanks also Mario De Govia, Shaida Boroumand, Cinamon Vann, Marc Riegel, and all the hardworking folks at Prima.

We want to hear from you! E-mail comments and feedback to ssratton@primagames.com.

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Introduction

Thank you for purchasing Prima's Official Guide to *Fire Emblem: Shadow Dragon*. We've spared no effort in filling these pages with all manner of tips, tactics, and quick-reference tables—everything you need to guide Marth along his heroic quest for vengeance without missing a thing!

A Righteous Remake

Fire Emblem: Shadow Dragon is a new and splendid remake of the very first *Fire Emblem*, which was released for the original NES back in 1990 in Japan, but never ported over to the US—until now! It tells the epic tale of Marth, Prince of Altea, as he struggles to save his homeland from the evil clutches of Medeus, a wicked Earth Dragon bent on the destruction of all humankind. The sweeping saga that unfolds introduces a host of memorable characters, each with an important role to play in this long and arduous war against evil!



Heroes and Villains



Marth

Marth is the Prince of Altea and pivotal character in *Fire Emblem: Shadow Dragon*. He is the direct descendant of a legendary hero named Anri, who used a divine blade named Falchion to defeat Medeus long ago. Now the evil Shadow Dragon has risen again, and all the land has fallen under a dark veil. With his homeland stolen away by those who were once his allies, Marth has no choice but to rally his countrymen in an effort to stop Medeus from erasing all traces of humankind from the pages of history.

NOTE If Marth seems familiar to you, that may be because he was a playable character in Nintendo's popular *Super Smash Bros.® Melee*, which originally released for the GameCube back in 2001!

Caeda

Princess of the Kingdom of Talys, Caeda joins Marth in his quest against evil almost as soon as it begins. The two must endure many hardships together before darkness can be banished from the land, and Caeda is there to support Marth every step of the way.



Nyna

Another beautiful princess, Nyna is the only surviving member of Archanea's royal family. She is saved by Marth in the early stages of his adventure and uses all her knowledge to help steer Altea's young prince along the path to victory.



Gharnef

A cruel yet powerful sorcerer, Gharnef has gained much in his loyal service to the Shadow Dragon. He alone wields the dark power of Imhullu—an ancient magic that shields its master against all harm. It is said that a power may exist that could break the evil spell, and many pray that these rumors are true. For if Imhullu cannot be broken, there is little hope that Gharnef can ever be defeated!

Tiki

One of the few remaining divine-dragons, Tiki holds the power to destroy Medeus and free the land from the Shadow Dragon's terrible grip. Medeus knows this, however, and has ordered his minion Gharnef to lull Tiki into a stupor, thereby keeping her at bay. Perhaps a meeting with another kindhearted dragonkin can help waken Tiki from her plight...



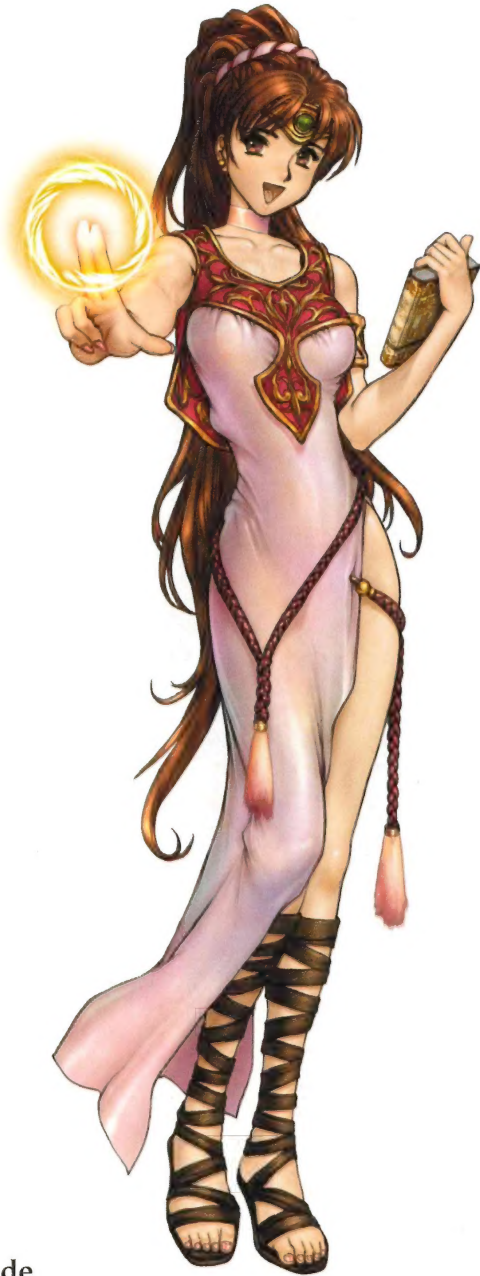
Camus

Leader of a renowned Grustian cohort called the Sable Order, Camus the Sable is a tragic figure who leads his mighty cavalry against Marth because he feels it is his duty, even though his heart tells him it is wrong. Camus has fond memories of time spent with Princess Nyna before the war, but his oath to king and country now demands that he lead his Sable Order against Nyna's people.



Minerva

A Macedonian princess and seasoned member of their elite Dragoons, Princess Minerva is leveraged to fight against Marth's army after her sister, Maria, was captured by Grust. If Maria can be freed from captivity, however, Minerva might just be persuaded to lend her considerable talents to the cause of good.



Linde

Once the forces of evil began waging war across the land, Linde, daughter of a kind Archanean pontifex named Miloah, was forced into hiding. No one knows where she may be hiding, but Marth promises Princess Nyna that he'll search every village for Linde until the poor girl is found.

Ogma

Ogma is a seasoned mercenary who fights to defend his homeland of Talys against the leagues of evil. After Marth saves Princess Caeda from the Pirates of Galder, Talys's King bids Ogma and his men join Marth and help keep his beloved daughter safe.





Navarre

The promise of wealth and adventure has lured Navarre into joining with the Soothsires—an infamous band of thieves and cutthroats whose acts of plunder know no bounds. There's good to be found within Navarre's soul, however: He refuses to turn his sword against women. Perhaps, then, a princess can sway the swordsman's talents to Marth's noble cause....

Merric

A young Altean mage who knew Marth in his youth, Merric had been refining his art in the magical land of Khadein, but began the long journey home when he heard that war had broken out in his homeland. Though he has far to go before his talents are fully realized, Merric shows great promise, already crafting new and powerful spells of his very own design!

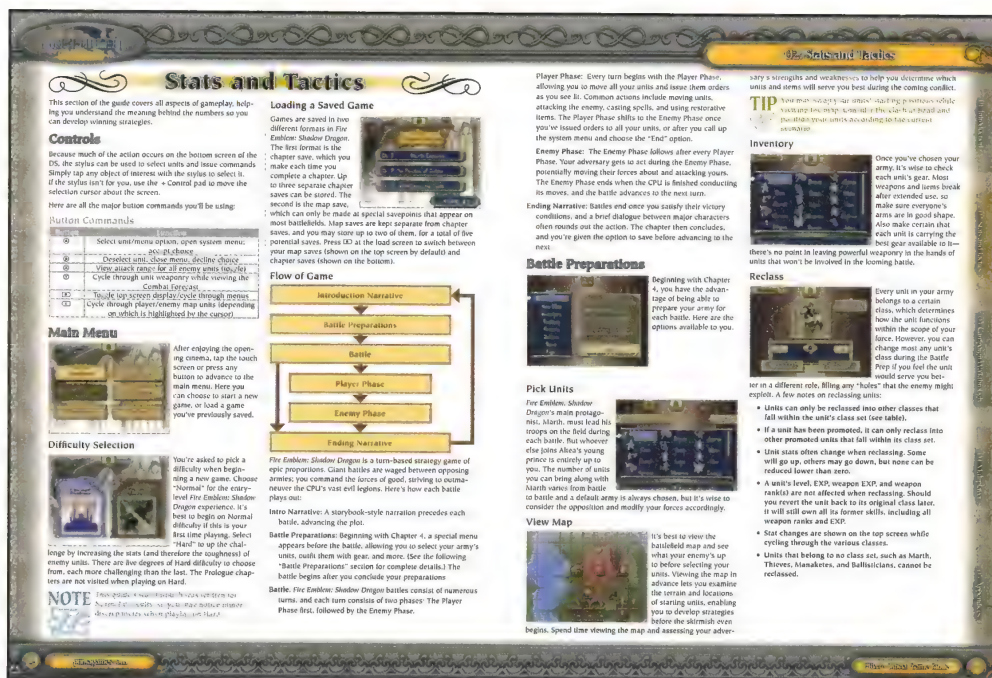


How to Use this Book

The information in this guide is presented in five separate chapters, including this introduction. Here's what awaits you in the rest of the book:

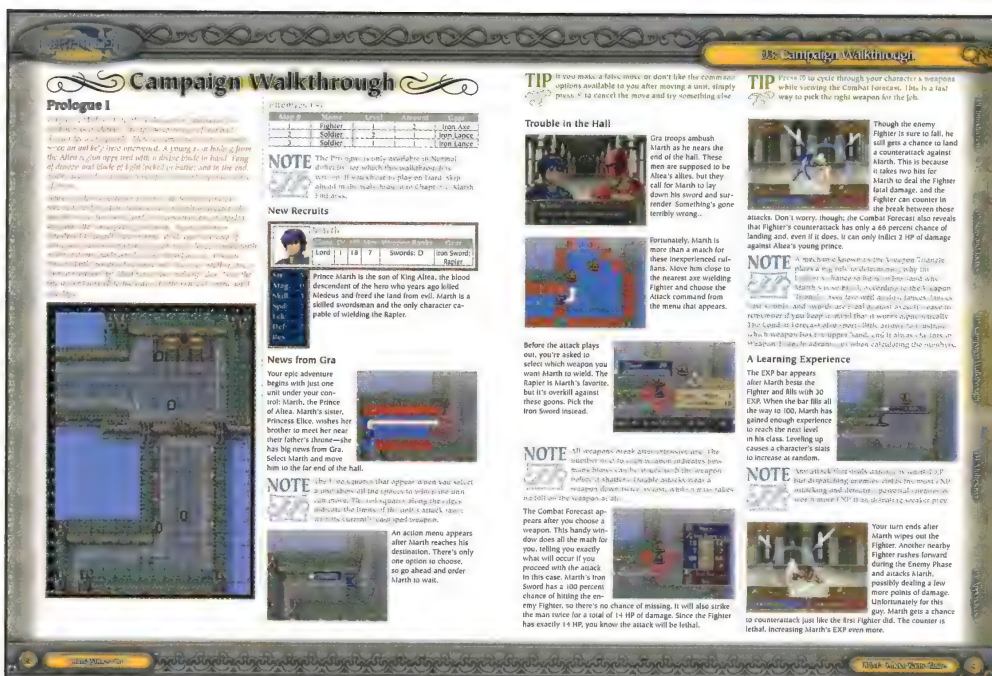
Stats and Tactics

Turn to the next chapter for a thorough look at all of *Fire Emblem: Shadow Dragon*'s inner workings. Every aspect of gameplay is covered in rich detail here, including a control overview, unit stat and action descriptions, and much more. The chapter concludes with several general strategies that are sure to help keep your forces alive and fighting throughout even the most hopeless of battles.



Campaign Walkthrough

The largest chapter of the guide, our dedicated walkthrough guides you step by step through the entire single-player campaign, helping you prepare for and thrive in every battle Marth faces along his long journey toward righteous revenge. Follow along to breeze your way through the campaign, or simply reference the walkthrough whenever you get stuck and need a fresh look at things.



Multiplayer

Fire Emblem: Shadow Dragon lets you bring five of your best campaign characters into special matches held against nearby friends or other players from around the world. This section of the guide will help you get started, providing tips and tactics for you to test out in each unique multiplayer arena.

Loaning Units

Loaning units is a nice way to help friends advance through the single-player campaign, especially if they're stuck on a tricky battle. You can loan units to friends who are stuck on a tricky battle. You can loan units to friends who are stuck on a tricky battle. You can loan units to friends who are stuck on a tricky battle.

NOTE

Units that are loaned to you can't be loaned to others.

Match Setup

Once two players have linked up to play a match, the match's creator gets to set the rules and determine the map they'll be battling on. Here are the available options:

Map: Choose the map you'll be fighting on from the available multiplayer battlefields.

Fog of War: When set to "On," a fog will blanket the field, concealing enemy forces from one another. Units can only see two spaces through the fog in each direction. Alters for exciting and unpredictable battles!

Turn Limit: Decide how many turns the battle will feature, from 5 to 10. Controlling the map's castle becomes more important when playing longer turn matches.

Time Per Turn: Set a limit on how much time each player can take to make their moves during their turn. Shortening this promotes faster matches.

General Tactics

Many strategies that are viable during the single-player campaign also apply to multiplayer matches, particularly when Fog of War isn't an issue. For example, you usually want to keep your units out of the enemy's attack range, hoping to lure them in so that you can strike first. Stay aggressive and march toward the castle, but avoid exposing your units to risk. Play can-and-mouse with your rival, aiming to bait them into advancing. When an opportunity presents itself, look to wipe out one or two of your enemy's units in a single turn with a well-orchestrated attack. Once you've managed to cripple your rival, you can move in with greater force and confidence.

Fighting the Fog

Fog of War is one factor that really separates multiplayer battles from those fought during the single-player quest. You can't see an enemy until one's been discovered when Fog is in play, so last movement and tactical aggression are often the keys to victory. Enter squads of swift units during Fog of War scenarios, using one or two as scouts to track down each enemy in turn. Once you find a foe, advance and defeat it, and the fog will roll back in to conceal your forces from your rival once more.

Multiplayer Battlefields

Now that we've covered the basics of multiplayer matches, let's take a closer look at what each map has to offer.

Arena 1 (10x11)

The first multiplayer map in the series—an island filled with lava and dominated by the central castle. This is a great map for fast, intense matches because the region's canyons ensure a short chess match before matters ensue.

Both armies begin on opposing sides—one to the north, the other to the south—connected to the main island by bridges. Because the map is so small, neither force begins significantly closer to the castle than the other, giving the player who gets to act first a clear advantage.

The main island features multiple lava-good places to position units for extra defense and safely healing. These lava are also excellent places to check for enemy activity when Fog of War is in play.

It usually pays to remain defensive during your first turn when there's no Fog of War to worry about, advancing no farther than the edge of your rival's attack range. The castle is so close that your adversary may well become greedy and try an early advance—this gives you the perfect chance to crash them on the following turn.

Card List

Cards are special items that bestow benefits to your squad when used in multiplayer matches. Only one card can be used per squad each match. Cards are awarded by winning multiplayer matches against other players—this is the only way to obtain new cards.

Here's the complete multiplayer card list, along with their effects. Look for ways to exploit cards to your advantage!

Card	Effect
Adaptation	All units in your squad get a +1 bonus to their Def (defense).
Apocalypse	Negate all bonus damage done to all your units from Red Dragons or Armored Dragons for the rest of the match.
Battleaxe	All your wielding units in your squad get a +10% bonus to their Hit probability.
Chalice	Restores all HPs (hit points) of all units in your squad.
Flame Feet	All knights and Generals in your squad get a +1 bonus to their Adv (advance).
Fletcher	All bow-wielding units in your squad get a +10% bonus to their Hit probability.
Galestorm	You now have cards in the end of battle if you win the match.
Grassland	All terrain movement costs are increased by 1 point, slowing all units.
Guardian	All units in your squad get a +1 bonus to their Def (defense).
Healer	All units in your squad get a +1 bonus to their Def (defense).
Indignity	Damages all rival units by 20% of their maximum HP at the onset of battle.
Ironclad	All rival units suffer a +1 penalty to their Adv (advance).
Almage	All units in your squad get a +1 bonus to their Adv (advance).
Recovery	All units in your squad recover 200 HP each turn in addition to any terrain healing.
Skill	All units in your squad get a +1 bonus to their Skill.
Survivor	All units in your squad get a +1 bonus to their Adv (advance).
Speedhead	All units in your squad get a +1 bonus to their Adv (advance).
Strength	All units in your squad get a +1 bonus to their Adv (advance).
Umbra	All units' sight reduced to 1 space during Fog of War battles (instead of the normal 2 spaces).
Whisperer	All sword-wielding units in your squad get a +10% bonus to their Hit probability.

Appendices

The final pages of this book are jammed-packed with oodles of quick-reference appendix tables. Everything you could wish for is extensively covered, from character recruitment to class growth rates, terrain effects to shop locations, weapons and items to secrets and extras, and much more. It's all revealed right here, so there's no need to hunt around!

Appendices

Welcome to the *Fire Emblem: Shadow Dragon* Appendices! These final pages of the guide are packed with quick-reference tables to help you to play.

CAUTION

Spoiler Alert! All of the *Fire Emblem: Shadow Dragon*'s best-kept secrets are revealed in these Appendices. You've been warned!

Character Recruitment

Character	Class	Chapter	How to Recruit	Notes
Marth	Lord	Prologue I or Chapter 1	Given at the chapter's start	Prologue chapters are only available in Normal difficulty.
Robin	Cavalier	Prologue II or Chapter 1	Given at the chapter's start	Prologue chapters are only available in Normal difficulty.
Lucina	Cavalier	Prologue II	Given at the chapter's start	Prologue chapters are only available in Normal difficulty.
Cam	Cavalier	Prologue III or Chapter 1	Given at the chapter's start	Prologue chapters are only available in Normal difficulty.
Anna	Paladin	Prologue III or Chapter 1	Given at the chapter's start	Prologue chapters are only available in Normal difficulty.
Gordin	Archer	Prologue IV or Chapter 1	Starts as enemy; have Marth talk to him to recruit.	Prologue chapters are only available in Normal difficulty.
Therion	Knight	1 - Marth Embarks	Given at the chapter's start	
Nash	Archer	1 - Marth Embarks	Given at the chapter's start	Only if you have four or fewer units after the Prologue. (Not available in Hard mode.)
Quell	Peasant Knight	1 - Marth Embarks	Given at the chapter's start	A Prince.
Wrys	Curate	1 - Marth Embarks	Visit the region's village	Only Marth can visit villages.
Chico	Merchant	2 - The Pirates of Galdier	Given at the chapter's start	
Basil	Fighter	2 - The Pirates of Galdier	Given at the chapter's start	

Character	Class	Chapter	How to Recruit	Notes
Bred	Fighter	2 - The Pirates of Galdier	Given at the chapter's start	
Cord	Fighter	2 - The Pirates of Galdier	Given at the chapter's start	
Fern	Peasant	2 - The Pirates of Galdier	Starts as enemy; have Marth talk to him to recruit.	
Castor	Hunter	2 - The Pirates of Galdier	Starts as enemy; have Candia talk to him to recruit.	
Wain	Thief	3 - A Brush in the Teeth	Given at the chapter's start	
Lena	Cleric	3 - A Brush in the Teeth	Given at the chapter's start	
Isadora	Alchemist	3 - A Brush in the Teeth	Starts as enemy; have Candia talk to her to recruit.	
Mathis	Cavalier	4 - Battle in the Lea	Starts as enemy; have Lena talk to him to recruit.	
Nash	Mage	4 - Battle in the Lea	Visit the region's village	Only Marth can visit villages.
Harden	Cavalier	5 - Champions of Aureli	Given at the chapter's start	
Indira	Cavalier	5 - Champions of Aureli	Given at the chapter's start	
Seliger	Horsemaster	5 - Champions of Aureli	Given at the chapter's start	
Lucina	Cavalier	6 - Fire Emblem	Given at the chapter's start	
Wolf	Horsemaster	5 - Champions of Aureli	Given at the chapter's start	
Wendell	Sage	5 - Champions of Aureli	Starts as enemy; have Marth talk to him to recruit.	
Rickard	Thief	6 - Fire Emblem	Starts as enemy; have Marth or Lucina talk to him to recruit.	

Stats and Tactics

This section of the guide covers all aspects of gameplay, helping you understand the meaning behind the numbers so you can develop winning strategies.

Controls

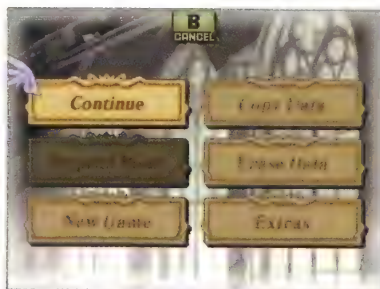
Because much of the action occurs on the bottom screen of the DS, the stylus can be used to select units and issue commands. Simply tap any object of interest with the stylus to select it. If the stylus isn't for you, use the + Control pad to move the selection cursor about the screen.

Here are all the major button commands you'll be using:

Button Commands

Button	Function
(A)	Select unit/menu option; open system menu; accept choice
(B)	Deselect unit; close menu; decline choice
(X)	View attack range for all enemy units (toggle)
(Y)	Cycle through unit weaponry while viewing the Combat Forecast
(R)	Toggle top screen display/cycle through menus
(L)	Cycle through player/enemy map units (depending on which is highlighted by the cursor)

Main Menu



After enjoying the opening cinema, tap the touch screen or press any button to advance to the main menu. Here you can choose to start a new game, or load a game you've previously saved.

Difficulty Selection



You're asked to pick a difficulty when beginning a new game. Choose "Normal" for the entry-level *Fire Emblem: Shadow Dragon* experience. It's best to begin on Normal difficulty if this is your first time playing. Select "Hard" to up the challenge by increasing the stats (and therefore the toughness) of enemy units. There are five degrees of Hard difficulty to choose from, each more challenging than the last. The Prologue chapters are not visited when playing on Hard.

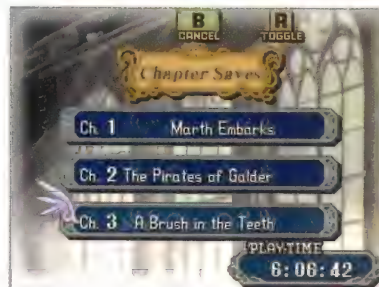
NOTE

This guide's walkthrough was written for Normal difficulty, so you may notice minor discrepancies when playing on Hard.

Loading a Saved Game

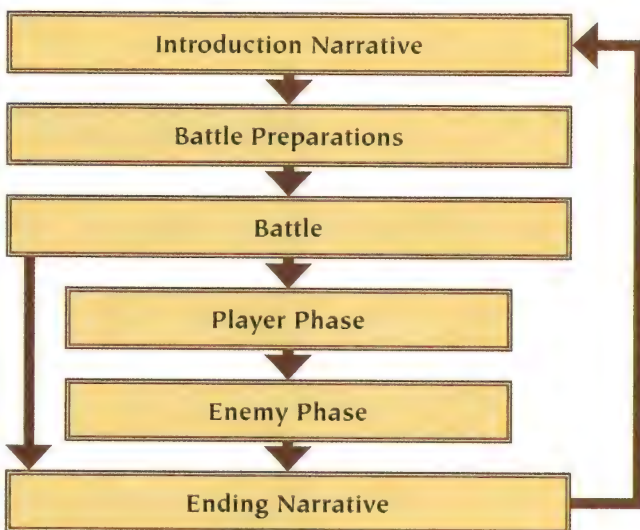
Games are saved in two different formats in *Fire Emblem: Shadow Dragon*.

The first format is the chapter save, which you make each time you complete a chapter. Up to three separate chapter saves can be stored. The second is the map save,



which can only be made at special savepoints that appear on most battlefields. Map saves are kept separate from chapter saves, and you may store up to two of them, for a total of five potential saves. Press (R) at the load screen to switch between your map saves (shown on the top screen by default) and chapter saves (shown on the bottom).

Flow of Game



Fire Emblem: Shadow Dragon is a turn-based strategy game of epic proportions. Giant battles are waged between opposing armies; you command the forces of good, striving to outmaneuver the CPU's vast evil legions. Here's how each battle plays out:

Intro Narrative: A storybook-style narration precedes each battle, advancing the plot.

Battle Preparations: Beginning with Chapter 4, a special menu appears before the battle, allowing you to select your army's units, outfit them with gear, and more. (See the following "Battle Preparations" section for complete details.) The battle begins after you conclude your preparations.

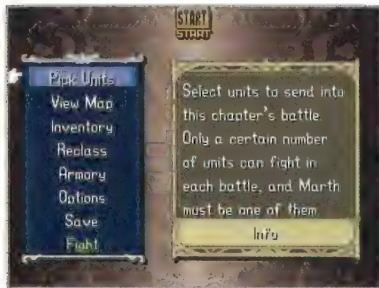
Battle: *Fire Emblem: Shadow Dragon* battles consist of numerous turns, and each turn consists of two phases: The Player Phase first, followed by the Enemy Phase.

Player Phase: Every turn begins with the Player Phase, allowing you to move all your units and issue them orders as you see fit. Common actions include moving units, attacking the enemy, casting spells, and using restorative items. The Player Phase shifts to the Enemy Phase once you've issued orders to all your units, or after you call up the system menu and choose the "End" option.

Enemy Phase: The Enemy Phase follows after every Player Phase. Your adversary gets to act during the Enemy Phase, potentially moving their forces about and attacking yours. The Enemy Phase ends when the CPU is finished conducting its moves, and the battle advances to the next turn.

Ending Narrative: Battles end once you satisfy their victory conditions, and a brief dialogue between major characters often rounds out the action. The chapter then concludes, and you're given the option to save before advancing to the next.

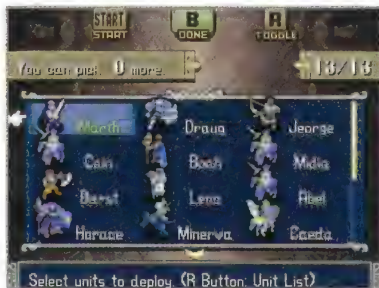
Battle Preparations



Beginning with Chapter 4, you have the advantage of being able to prepare your army for each battle. Here are the options available to you.

Pick Units

Fire Emblem: Shadow Dragon's main protagonist, Marth, must lead his troops on the field during each battle. But whoever else joins Altea's young prince is entirely up to you. The number of units you can bring along with Marth varies from battle to battle and a default army is always chosen, but it's wise to consider the opposition and modify your forces accordingly.



View Map



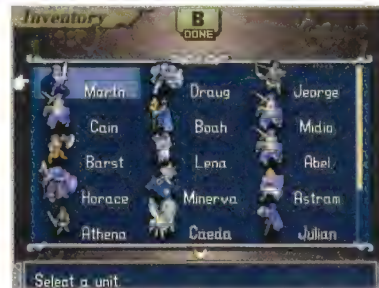
It's best to view the battlefield map and see what your enemy's up to before selecting your units. Viewing the map in advance lets you examine the terrain and locations of starting units, enabling you to develop strategies before the skirmish even

begins. Spend time viewing the map and assessing your adver-

sary's strengths and weaknesses to help you determine which units and items will serve you best during the coming conflict.

TIP You may swap your units' starting positions while viewing the map. Consider the clash at hand and position your units according to the current scenario.

Inventory



Once you've chosen your army, it's wise to check each unit's gear. Most weapons and items break after extended use, so make sure everyone's arms are in good shape. Also make certain that each unit is carrying the best gear available to it—

there's no point in leaving powerful weaponry in the hands of units that won't be involved in the looming battle.

Reclass



Every unit in your army belongs to a certain class, which determines how the unit functions within the scope of your force. However, you can change most any unit's class during the Battle Prep if you feel the unit would serve you bet-

ter in a different role, filling any "holes" that the enemy might exploit. A few notes on reclassing units:

- Units can only be reclassified into other classes that fall within the unit's class set (see table).
- If a unit has been promoted, it can only reclass into other promoted units that fall within its class set.
- Unit stats often change when reclassing. Some will go up, others may go down, but none can be reduced lower than zero.
- A unit's level, EXP, weapon EXP, and weapon rank(s) are not affected when reclassing. Should you revert the unit back to its original class later, it will still own all its former skills, including all weapon ranks and EXP.
- Stat changes are shown on the top screen while cycling through the various classes.
- Units that belong to no class set, such as Marth, Thieves, Manaketes, and Ballisticians, cannot be reclassified.

Reclassing Units—Class Sets

Set	Class A	Class B	Class C	Class D	Class E	Class F
Male 1 Base	Archer	Cavalier	Curate	Mage	Myrmidon	--
Male 1 Promoted	Sniper	Paladin	Bishop	Sage	Sword- master	Draco- knight
Male 2 Base	Dark Mage	Fighter	Hunter	Knight	Mercenary	Pirate
Male 2 Promoted	Sorcerer	Warrior	Horseman	General	Hero	Berserker
Female Base	Archer	Cleric	Pegasus Knight	Mage	Myrmidon	--
Female Promoted	Sniper	Bishop	Draco- knight	Sage	Sword- master	Paladin

Armory



You have access to an armory before each battle, but the shop carries only the most basic supplies. Still, it's better to have a weak sword than no sword at all!

TIP The armory always offers Heal staves, so check your healers before each battle and make sure they have plenty of charges left.

Forging Weapons



In addition to buying and selling weapons, the battle prep armory is also the only place where you can opt to forge your weapons into far more powerful tools of mayhem. Choose the "Forge" option, then select the weapon you

wish to upgrade. You can then modify the weapon's stats as you see fit—everything except its weapon rank and uses. As a cool bonus, you can change the weapon's name to anything you like at the end of the forging process.

NOTE You may only forge one weapon per battle prep.

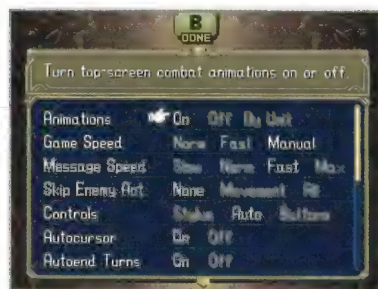


TIP The Wt (weight) stat is the one value you want to be low in a weapon. The lighter the blade, the easier it is to wield with speed.

CAUTION

Forging weapons can become quite costly, so pay close attention to the price as you fiddle with the stat values.

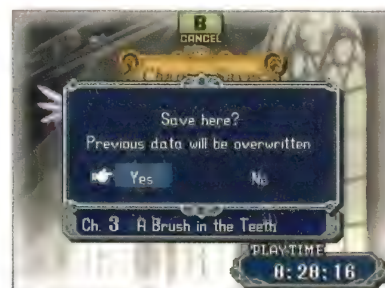
Options



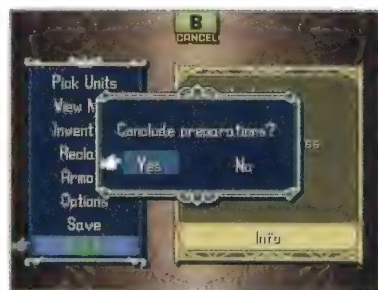
Take a visit to the options menu if you feel like adjusting gameplay settings, such as volume and text speed. You can access these same options during a battle via the system menu.

Save

It's a good idea to save your battle preparations after making them; this ensures you won't have to do so again should things not go your way. Saves created at the battle preparation menu are stored in the chapter save slots, so you've got three slots to choose from.

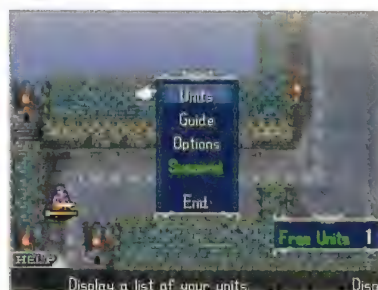


Fight



This one's clear enough; simply choose the "Fight" option (or press *START at any time) when you're ready to conclude preparations and take to the field.

System Menu



During the Player Phase, select any empty (non-occupied) patch of terrain and press @ (or simply tap it with the stylus) to call up the system menu. The following sections detail your system menu options.

Units

Choose the "Units" option to view a comprehensive list that efficiently displays all information pertaining to your army. View and compare your units' stats and gear using this informative menu system.



This is a great way to quickly compare your units to find the best ones for special tasks, such as defense or mobility.

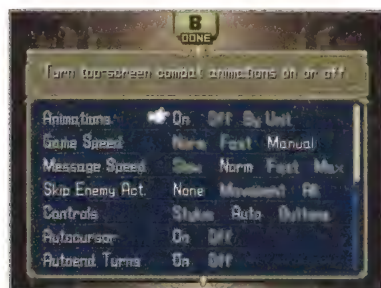
TIP While comparing your units, select any stat column to sort your units accordingly.

Guide

Fire Emblem: Shadow Dragon features several helpful tutorial guides that appear at the top screen as you play through the campaign. Once a certain guide has appeared, you can recall it at any time by accessing the system menu and choosing the “Guide” option.



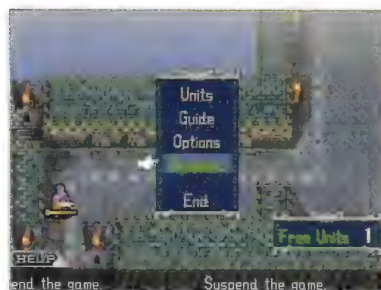
Options



Pay a visit to the options menu to view and adjust a variety of gameplay nuances, such as text speed and battle animation settings. These same options are available to you at the battle preparation menu.

TIP For a faster experience, crank up all text speed and turn off all battle animations.

Suspend



Need to quit playing and return to the real world, but don't want to lose your progress in the current battle? Simply select the “Suspend” option to create a temporary save, then go ahead and turn off your DS. You'll be able to load this temporary save the next time you fire up the game.

CAUTION

Temporary saves created through the Suspend option are erased when you load them, so if you make a false move after loading, don't restart thinking you can load the same save again!

End



The most common system menu option you'll use is “End,” which ends your turn prematurely, even if you're still able to issue orders to units. Use the End option to conclude your turn when you're ready to advance to the Enemy Phase. This

is faster than selecting individual unused units and issuing them the “Wait” order.

Status Screen

In *Fire Emblem: Shadow Dragon*, the top screen is used to display a vast amount of information, leaving the touch screen free of HUD items and clutter. Press **[R]** to toggle the top screen between unit status and battle info.

Unit Status

You'll usually want to keep the top screen set to unit status because this shows you vital information on any friendly or enemy unit you target with the selection cursor. Here you can view all a unit's most influential stats, along with the gear it's carrying.



Let's review the meaning behind each of the many different unit and equipment stats. Understanding the meaning behind each of these is the first step toward making intelligent and informed decisions on the battlefield.

Unit Stats

Name: The unit/weapon's name or army affiliation.

Class: The unit's class. Think of classes like jobs; they determine a unit's specialties and role within an army.

LV: The unit's current level. Increases each time the unit gains 100 EXP. Gaining levels causes random stats to increase.

E (also EXP): The unit's current amount of experience points, or EXP for short (or E for short-short). Units gain a little EXP each time they damage an enemy, and a lot when they dispatch a foe. Healers gain EXP whenever they use a staff to heal or support.

HP: The unit's current/maximum hit points, or HP for short. Suffering damage from enemy attacks drains a unit's HP, while curative items such as Vulneraries and magic such as Heal staves replenish it. If a unit falls to 0 HP, that unit is permanently removed from the game. The battle is lost if Marth ever falls to 0 HP.

Atk: The base amount of damage a unit will deal with its currently equipped weapon. The higher the number, the more powerful the unit's attack. This value may change when different weapons are equipped.

Hit: The base percent chance a unit has of hitting an enemy with its currently equipped weapon. The higher the number, the better the chance of scoring a hit. This value may change when different weapons are equipped.

Crit: The base percent chance that a unit will luck out and land a critical hit, dealing triple damage. The higher the number, the better the odds of scoring a critical hit. This value may change when different weapons are equipped.

Avo (also Avoid): A value that factors into determining how likely a unit is to dodge an attack. The higher the number, the harder the unit is to hit. In combat calculations, this value is subtracted from the attacking unit's Hit rating to determine the overall likelihood of being struck. Other factors, such as terrain effects and the Weapon Triangle, also influence hit probability.

Mov: The number of battlefield spaces the unit is able to move each turn. The higher the number, the more mobile the unit. Note that terrain may influence a unit's ability to move or prevent movement altogether.

Rng: The effective range of the unit's currently equipped weapon. A value of 1 means the unit can only strike adjacent foes (with a sword, for instance), while a value of 2 or greater means the unit can only attack indirectly against distant threats (with a bow, for example). Values separated by a hyphen, such as 1-2, mean the unit (Ballistae and units equipped with a Swarm tome excepted) can attack and counter both nearby and remote enemies. This value may change when different weapons are equipped.

Str: The unit's strength. The higher the value, the stronger the unit. Strength factors into the Atk power of conventional attacks, such as swords, axes, lances, and bows. Strength also factors into a unit's base attack speed.

Mag: The unit's magical power. The higher the value, the more gifted the unit is at casting spells. This stat factors in to the power of both offensive and healing/support magic.

Skill: The unit's fighting skill. The higher the value, the more skilled the unit is at combat. This stat factors in to the likelihood of scoring hits on enemies, and adds to a unit's chance of landing a critical hit.

Spd: The unit's attack speed. The higher the value, the swifter the unit is at attacking and dodging enemy attacks. Units with great speed are tough to hit and more likely to attack twice in a single combat.

Lck: The unit's luck. The higher the value, the luckier the unit. This stat affects chance to hit, chance to dodge, and the probability of avoiding critical hits.

Def: The unit's defense. The higher the value, the better the unit is at soaking up damage from non-magical attacks. Subtract the defending unit's Def (including any terrain effects) from the attacking unit's total Atk rating to calculate the base damage the defending unit will suffer should the non-magical attack land.

Res: The unit's resistance to magical attacks. The higher the value, the more resilient the unit is to offensive spells. Subtract the defending unit's Res from the attacking unit's total Atk rating to calculate the base damage the defending unit will suffer should the magical attack land.

Weapon Ranks: The various weapon icons denote a unit's skill at wielding each brand of weapon (from top to bottom: sword, lance, axe, bow, tome, and staff). Weapon ranks range from E to A, with A being the highest. Units with an E rank can equip only the most basic weapons of the indicated type, while units with an A rank can equip practically any weapon of that type. A dash ("—") means the unit cannot equip or use that brand of weapon. In addition, units gain special bonuses to their Dmg, Hit, and Weapon Triangle Advantage as their weapon ranks increase. The higher the rank, the better the bonuses.

Weapon EXP: The amount of experience a unit currently has with each type of weapon is shown via small bars beneath each of the weapon icons. Each time a unit wields a certain weapon (sword, lance, axe, etc.) in battle, the unit gains a small amount of weapon EXP with that type of weapon. The unit's weapon rank increases to the next letter grade when the weapon EXP bar fills, thus enabling the unit to wield more advanced weaponry.

Weapon Stats

Weapon Rank: Every weapon has a letter-grade rank that denotes how difficult the weapon is to wield. Weapon ranks range from E to A, with A being the highest. A unit must have equal or greater skill with a weapon's type (sword, lance, axe, etc.) in order to equip and wield the weapon. Weapons that cannot be equipped are grayed out when placed in the unit's inventory.

Uses: The amount of times the weapon or item can be used before it breaks and is lost. The higher the number, the more times the weapon/item can be used. Note that missing an attack does not reduce a weapon's uses. For the most part, weapons cannot be repaired by any means (only replaced). However, the Hammerne staff can be found in Chapter 20. This special staff can repair most weapons, but only Lena can wield it.

Mt: The weapon's might is a factor in a unit's base attack damage. The higher the value, the more powerful the weapon.

Hit: The weapon's base hit probability. Add this to the wielder's Skill, then add half the wielder's Lck to determine the base Hit percentage. The higher the value, the better the odds of scoring hits with the weapon.

Crit: The weapon's base chance to score critical hits and inflict triple damage. Divide a unit's skill rating in half, then add the results to the unit's Crit value to determine the unit's overall Crit rating with the weapon. The higher the value, the better the odds of landing triple-damage blows.

Rng: The weapon's attack range. A value of 1 means the weapon can be used only to strike adjacent targets. A value of 2 or more means the weapon can be used only to attack remote targets in an indirect fashion (such as with a bow). Value ranges, such as 1-2, mean the weapon can strike both nearby and remote foes.

Wt: The weapon's weight. Subtract the wielder's Str from this value, then subtract the result (consider it 0 if negative) from the wielder's Spd to determine the base attack speed. The greater a weapon's weight, the more difficult it is to attack more than once with the weapon during a single combat.

Battle Info



While conducting business on the field, press **[R]** to toggle the top screen from unit status to battle info. Here you can view global info, such as the chapter's name, the battle's victory conditions, the current turn, and the total number of units in play between each army. A mini-map of the entire battlefield is also shown, fully labeled with color-coded unit icons and areas of interest, such as villages and savepoints. Beneath the map are terrain details, including the name of the currently selected terrain and its effects on a unit's stats (if any). Quick info on the currently selected unit is also shown, providing the unit's name, level, current weapon, and current/maximum HP.

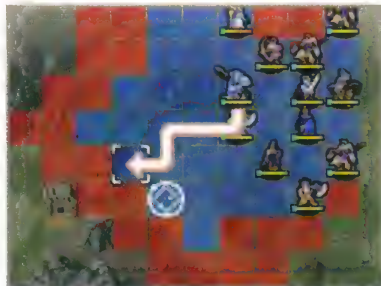
NOTE A terrain's "Heal" stat represents a percentage of HP recovery based on its occupant's maximum HP. For example, terrain with a Heal value of 20 would replenish 4 HP each turn to a unit with a maximum HP of 20 (as 20 percent of 20 is 4).

Unit Movement

Moving and positioning your units with care is a cornerstone of *Fire Emblem* strategy. Always think before moving your forces, considering what the opposing army may do during the Enemy Phase and striving to keep your units safe from danger.

TIP Press **[X]** to call up the attack range of all enemy units across the battlefield. Keep your units out of this red zone, and none will fall under attack during the Enemy Phase!

Move your selection cursor over any of your active units and press **[A]** to lock in that unit's movement range. Now you may use the **+ Control** pad to determine the path of travel you wish your unit to take. A white arrow appears, showing you the path your unit will travel toward its destination. Press **[A]** to accept the move or **[B]** to cancel and try again.



Enemy Movement



Your enemies won't rest on their laurels, waiting for you to come at them. Opposing units move about the battlefield in the same fashion as yours. Place your selection cursor over any enemy to view their movement range (shown

in blue) and their attack range (denoted by a red border surrounding their blue movement zone). Press **[A]** to lock in the enemy's total attack range, or simply press **[X]** to call up the attack range for all enemies across the battlefield. Keep your units out of your enemies' reach each turn, and they'll never fall under attack during the Enemy Phase.

Unit Commands



A small menu appears after you move a unit, displaying the actions the unit may take after the move. This action menu is dynamic; the options available to you will vary based on the unit's location and what lies nearby. Let's review the many common actions units may perform after moving.

NOTE If you don't like your command options, press **[B]** to close the action menu and try a different move.

Attack

Move a unit close to an enemy, and the "Attack" option will appear in the action menu. Attacking the enemy is an important part of winning in *Fire Emblem*—strike first to gain the advantage. Selecting the "Attack" option will end the attacking unit's turn. See the "Combat" section that follows for in-depth tips and info.



Chest

Equip a unit with a Master Key, then move a unit onto a treasure chest. The "Chest" option appears in the action menu; press **[A]** to spend a Master Key to open the chest and claim its contents. Opening a chest ends the

unit's turn.

NOTE Thieves have the special ability to open chests without keys. The *Fire Emblem* grants Marth this same ability.



CAUTION

Enemy Thieves will try to swipe the contents of chests, then flee the battlefield with their ill-gotten loot. Reach the chests first, or dispatch the Thieves before they escape to reclaim whatever goods they may have stolen.

Convoy

Your army gains access to a special convoy at the start of Chapter 4. The convoy is used to store excess items and gear. Marth controls the convoy during battle and may access it at any time; simply choose the "Convoy" option from the action menu to store and retrieve items. Other characters may access the convoy by moving next to Marth and choosing the "Convoy" option. Actions that do not require movement may be performed after accessing the convoy, such as trading items with nearby allies.



Door



Sometimes you need to open doors to move forward. If a unit carries a Door Key or Master Key, the "Door" option will appear in the action menu when the unit approaches a closed door. Press **A** to open the door so you can explore the

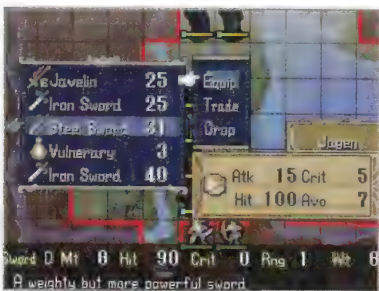
area beyond. Opening doors ends a unit's turn.

NOTE As with chests, Thieves have the ability to open doors without keys.



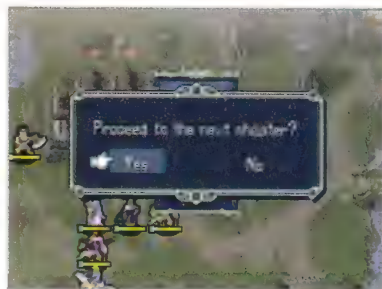
Items

The "Items" option always appears in the action menu, regardless of a unit's surroundings. Choose the "Items" option to view the unit's gear and use items such as curatives or equip different weapons in preparation for a forthcoming attack. Using items may end a unit's turn, but equipping different weaponry doesn't.



TIP Always check a unit's weaponry before placing it within an enemy's attack range and make sure it's wielding the right weapon for the clash at hand.

Seize



Marth must often seize key areas of a battlefield to secure his army's victory. This is easier said than done, however, as powerful boss enemies commonly guard the areas that must be seized. Fight your way to the boss, defeat the fiend,

then move Marth onto the flashing yellow space it was defending. The "Seize" option appears in the action menu; press **A** to end the battle and proceed to the next chapter in Marth's quest.

Staff

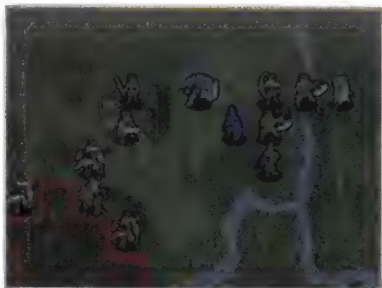
Support units such as Clerics and Curates are trained in the use of staves. Some staves are used to heal wounded allies; others can increase their stats or even transport the unit across the battlefield. Choose the "Staff" option from the action menu, then select the staff you'd like to use and press **A**. Most staves require their users to move into close range to use them, but some staves can be used to heal distant units from afar. Using a staff ends its wielder's turn, but not its target's.



TIP Use staves often to help support units gain EXP. Every little bit helps!



Talk



Some enemies hold little love for their evil masters and can be recruited to join Marth's army if the right character speaks with them during the course of battle. Refer to this guide's walkthrough chapters or appendices to learn which enemies

can be recruited during each scenario, along with the characters that must speak with them to sway their favor. Then simply have the appropriate character approach the recruitable enemy and choose the "Talk" option from the action menu. The enemy will often switch sides immediately, falling under your command. Ordering a unit to talk with another ends that unit's turn.



NOTE Newly recruited units can often speak with Marth and other characters within your army. Engaging in these special dialogues unlocks the conversations in the Event Recaps you can view after clearing the game.



TIP Always try to recruit enemies to simplify battles and grow your army.

Trade

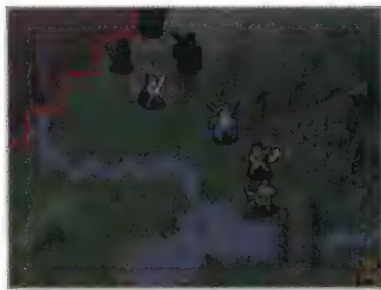


Your units can trade items and gear among themselves during the course of battle. Simply move one unit close to another and select the "Trade" option from the action menu. The trade window appears, and you can swap items as

you see fit. Actions that do not require movement may be performed after trading, such as using items or equipping different weaponry.

Visit

Most commoners are happy to see Marth's army and will impart special advice if a unit visits them. Move a unit onto a house and select the "Visit" option from the action menu to speak with the homeowner. Selecting the "Visit" option will end that unit's turn. Marth can acquire special items and even recruit new units by visiting villages, so be sure to send him to each village you see.



CAUTION

Enemy Thieves will try to destroy villages before Marth can visit them. Get there first or intercept the Thieves to ensure this doesn't happen!



overwhelmed by foes.

Wait

The "Wait" option always appears in the action menu. Select it to end a unit's turn after moving. Sometimes it's better to stand and wait for enemies to advance, rather than marching too far and becoming

Unit Abilities

Some units have special abilities that make them more powerful than others. A unit's special traits can be exploited, however, so it pays to learn all about them.

Armored



Knights and Generals wear heavy armor that grants them a tremendously high Def growth rate—higher than that of any other unit class. Most weapons just bounce off armored units, making them fantastic defenders that are hard to push past once they make a stand. This tremendous advantage has forced crafty blacksmiths to devise special weaponry that can pierce armor, dealing heavy amounts of damage to Knights and Generals. The following weapons deal extreme amounts of damage to armored units:

- Armorslayer
- Hammer
- Rapier
- Wing Spear

Dragon

Ancient beings known as Manaketes have the power to transform into massive dragons, dealing frightening amounts of damage with their punishing breath attacks. These powerful dragonkin are difficult to defeat without the aid of special weaponry crafted to slay dragons. The following weapons spell doom for dragonkin:



- Divinestone
- Dragonpike
- Wyrmslayer

Flying



The gift of flight is a tremendous advantage, enabling units to soar about the battlefield, unaffected by difficult terrain. Flying units generally enjoy greater Mov ratings than surface dwellers; however, they do not gain the defensive advantages provided by many forms of terrain. Fliers must always beware arrows fired by all bow-wielding classes (Archers, Snipers, Hunters, Horsemen, Generals, and Warriors) which travel fast and true, dealing great damage to anything airborne.

Arrowspates launched by Ballisticians are also highly effective against fliers, as is the magic spell cast by the tome Excalibur.

Mounted



Not all land-based units are slow to cross a battlefield. Mounted units, such as Cavaliers, Paladins, and Horsemen, boast tremendous Mov stats that rival those of fliers. These units often enjoy high HP and Def as well, making them quite

versatile. Mounted units would have very little to fear were it not for the following special weapons, which are designed to dispatch them with great efficiency:

- Poleax
- Rapier
- Ridersbane
- Wing Spear

Thievery

Thieves excel in the art of lock picking, enabling them to open chests and doors, and even lower raised drawbridges, all without the use of special keys. Enemy Thieves can even destroy whole villages in short order should they be allowed to reach them. Thieves have very little talent for combat, however, and are quick to fall when pitted against even the most inexperienced of swordsmen. They must therefore be kept out of the heat of battle at all times.



Combat

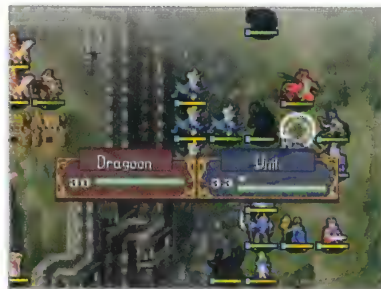
Attacking enemies is one of the most common actions your units will perform during battle. This section shows how to get the most out of each and every combat.

Direct Attacks



Most units attack directly, moving right up close to enemies and swinging away with swords, axes, or lances. Direct attacks are some of the most powerful, but they also place the unit at greater risk of being countered.

Indirect Attacks



Many units prefer to attack indirectly, keeping their distance and firing arrows or casting spells to damage their enemies from range. Indirect attacks generally deal less damage than direct attacks (particularly at the start of the adventure), but they can spare the unit from being countered.

Counterattacks



Attacking units aren't always safe from harm. Even if a unit strikes first, it may still be countered by the enemy if its initial attack doesn't defeat the foe. A defending unit has a chance at landing a counterattack in the following scenarios:

- When one direct attacker strikes another
- When one indirect attacker strikes another

However, a defending unit has no chance to counter in these scenarios:

- When one indirect attacker strikes a direct attacker
- When one direct attacker strikes an indirect attacker (unless the indirect attacker's weapon has a Rng value of "1-2" or "1-3")

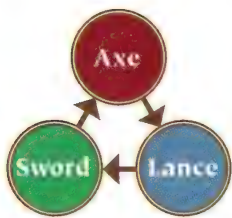
Always beware the enemy's chance to counter your attacks, and try not to give them the chance to answer back. Soften up their direct-combat units with indirect attacks before advancing your direct attackers to finish them off.

Weapon Selection

A selection window appears after you select the "Attack" option from the action menu, showing you all the weapons your attacking unit is carrying. The weapon's stats are shown in the lower window; pick the weapon you like best and press **A** to advance to the Combat Forecast.



Weapon Triangle



The Weapon Triangle is a simple rule that governs the way weapons interact in *Fire Emblem*. It works very simply: axes best lances, lances best swords, swords best axes. In other words, you'll have a better chance to hit an axe-wielding enemy if you attack it with a sword-slinger. Furthermore,

that enemy will be less likely to strike your unit during the counter. The advantages become clear to you once you start cycling through different weapons at the Combat Forecast.

It's easy to remember the Weapon Triangle once you realize that it works alphabetically. Always consider the Weapon Triangle before making any attack, equipping your units properly to give them the greatest advantage.

NOTE Dragonstones, ballista weapons, tomes, and bows do not have any Weapon Triangle Advantage.



Combat Forecast



The Combat Forecast appears after you pick your unit's weapon. This handy stat-filled window crunches all the numbers, doing all the background math for you and showing only the most vital information, such as how likely your

unit is to hit the enemy and how much damage the attack will deal if it lands. The Combat Forecast also reveals the enemy's HP, chances of countering, and the damage its counter will inflict. Exploit the Combat Forecast to help you make intelligent choices when coordinating attacks each turn.

TIP Press to cycle through your unit's weapons while viewing the Combat Forecast so you can quickly determine the best tool for the job.

HP: The units' current HP.

Dmg: The amount of HP damage the attack and counterattack will inflict if they land. A "x2" near either of these values means the attacker or defender will strike twice during the same combat, potentially dealing double damage.

Hit: Percentage values that indicate how likely the attack and counterattack are to land. A value of 100 means the attack cannot miss.

Crit: Percentage values that indicate how likely the attack and counterattack are to score critical hits and inflict triple the damage shown. A zero means the attack or counter has no chance of dealing triple damage.

Double Attacks



beware: Defending units can counter twice if their attack speed is great enough!

NOTE A unit's attack speed is calculated as follows: Subtract the unit's Str (strength) from the Wt (weight) of the weapon the unit is wielding, considering the result to be 0 if it comes out negative. Then subtract this value from the unit's Spd (speed) to obtain the unit's total attack speed. Your unit gets to strike twice in combat if its attack speed bests its rival's by 4 or more.

TIP A unit's Spd (speed) rating is the primary ingredient in determining its attack speed, so compare Spd values when looking to strike twice.

Critical Hits

Critical hits don't happen very often, but the results are devastating when they occur. Should your unit score a critical hit, its attack deals triple the damage listed at the Combat Forecast. A unit's Skill stat is the primary factor in determining its likelihood of scoring a critical hits, though other factors, such as a unit's class and weaponry, can influence critical hit percentages, too.



TIP Killer weaponry, such as the Killer Axe and Killer Bow, is designed to yield critical hits more often. Utilizing these weapons can have significant benefits.

Unit Loss

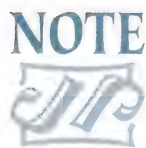
Defeating enemies is beneficial and fun, but it's not so pleasant when the tables are turned. If any of your units are reduced to 0 HP, they are defeated and removed from the game. That's right: Any units you lose are lost for good, wiped from the pages of history. Unit loss can therefore be a crippling



blow, and it's the key reason you should avoid favoring certain units over others. If just one or two of your units are doing all the work and wind up being defeated, you'll be left with nothing but weaklings with which to carry on—not the ideal situation!



NOTE All items carried by defeated units are sent to the convoy. You'll have access to them during the next chapter's Battle Prep.



NOTE Sometimes losing units is a good thing—there are several secret chapters that you can only visit if you have 15 or fewer units in your army! See the walkthrough or appendices for more information.



Fortunately, if you're ever unable to bring the maximum number of units to a certain battle, you'll be given enough generic units to fill your army. For example, if you've only got 10 units in your entire army, but are allowed to bring 15 into the next battle, five random recruits will join your army before the battle begins. This helps give you a fighting chance, but know that these generic replacements are significantly weaker than the troops you can recruit throughout the story.

Unit Improvement

Facing down enemies on the field of war has a way of maturing units, increasing their confidence, and honing their skills. All units are capable of gaining combat experience and improving as the adventure unfolds.

Unit Experience



Each time a unit damages or defeats an enemy, it gains an amount of EXP (experience points). Units gain a little EXP from damaging enemies and are awarded a significant amount of EXP when they defeat them. Be aware that EXP is awarded on a curve: High-level or promoted-class units will gain significantly less EXP from defeating weaker adversaries and vice-versa. It's therefore best for units to combat enemies whose levels closely match theirs, as this ensures a fair and even distribution of EXP among your forces.

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Units gain a new level each time they accumulate 100 EXP, causing random stats to increase. You never know quite what to expect, but the charts at the back of this guide indicate which stats are most likely to increase for each unit class.



Weapon Experience



Each time a unit wields a certain weapon (sword, lance, axe, etc.) in battle, the unit gains a small amount of weapon EXP with that type of weapon. The amount of EXP a unit currently has with each type of weapon is shown via small bars beneath each

of the weapon icons at the unit status screen. The unit's weapon rank increases to the next letter grade when the weapon EXP bar fills, thus enabling the unit to wield more advanced weaponry.

TIP If a unit can wield more than one type of weapon (such as a Cavalier), work at balancing out that unit's weapon ranks to make it a more versatile combatant. Once a unit reaches Rank C in a class of weapon, they'll be able to use a broad variety of useful arms.

Class Promotion



When a unit reaches Level 10, it can be promoted to a new, more powerful class through the use of a special item known as a Master Seal. Promoted-class units gain instant stat boosts and may even acquire new skills, such as the ability to wield

new types of weaponry they couldn't equip before. Units can still be reclassified after they've been promoted, but the class choices available will only include other promoted classes.

The following table shows the benefits each class gains upon Master Seal promotion.



NOTE Marth, Thieves, Ballisticians, Freelancers, and Manaketes cannot be promoted. However, these classes can advance to Level 30, rather than the Level 20 cap that promotable units hit.

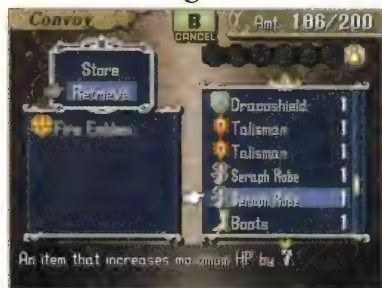


TIP To help your characters reach their full potential, wait until each unit reaches Level 20 (the level cap in their base class) before promoting them with a Master Seal. This ensures their stats will be as high as possible before the promotion takes place. When they later reach the Level 20 cap as a promoted unit, their stats will be as high as can be.

Promotion Gains

Base Class	Promoted Class	HP	Mov	Str	Mag	Skl	Spd	Lck	Def	Res	New Weapon Ranks	Weapon Ranks Increase
Archer	Sniper	8	2	2	1	5	5	0	1	3	--	Bow
Cavalier	Paladin	4	1	2	1	3	1	0	1	6	--	Lance
Cleric	Bishop	6	1	1	2	1	1	0	2	0	Tomes: E	Staff
Curate	Bishop	6	1	1	2	1	0	0	0	2	Tomes: E	Staff
Dark Mage	Sorcerer	6	--	2	1	1	1	--	--	3	Staves: E	Tome
Fighter	Warrior	6	1	2	0	1	1	0	2	1	Bows: E	Axe
Hunter	Horseman	2	3	0	1	2	2	0	3	3	Swords: E	Bow
Knight	General	10	1	2	1	1	4	0	4	3	Bows: E	Lance
Mage	Sage	6	0	3	1	1	1	0	1	2	Staves: E	Tome
Mercenary	Hero	6	1	2	1	2	2	0	2	3	Axes: E	Sword
Myrmidon	Swordmaster	6	1	2	1	2	2	0	2	3	--	Sword
Pegasus Knight	Dracoknight	4	2	4	-1	0	0	0	5	-3	Axes: E	Lance
Pirate	Berserker	6	1	2	0	1	1	0	2	0	--	Axe

Stat-Boosting Items



Marth's army discovers a wide variety of special items over the course of their adventure. Some of these items can be consumed by units to permanently increase their stats. Loot treasure chests, defeat special enemies, and visit secret

shops to claim these worthy prizes. See the walkthrough and appendices for more details.

Battlefield Terrain

Every battlefield features a variety of terrain that's unique to each region. Sometimes Marth's army must battle in forests and plains, other times they're nestled among the ledges and peaks of mountains, and occasionally they must clash within the confines of keeps and castles.

Terrain Effects

The following table reveals the effects of every type of terrain, along with brief descriptions of any special actions units may take there.

TIP Check the charts at the back of the book for in-depth details on unit movement across all forms of terrain.

Terrain Effects

Name	Avoid	Def	Res	Heal	Notes
Arena/Armory/Vendor	5	0	0	0	Visit to purchase goods or compete in arena games for EXP and gold.
Bridge	0	0	0	0	Some bridges can be raised and lowered by Thieves or units armed with Bridge Keys/Master Keys.
Chest	0	0	0	0	Only Thieves and units armed with Master Keys can open. (Marth can open after obtaining the Fire Emblem.)
Desert	0	0	0	0	Easier to cross for tome/staff wielders.
Door	0	0	0	0	Only Thieves and units armed with Door Keys/Master Keys can open.
Fence	5	0	0	0	Only fliers can cross.
Floor	0	0	0	0	Easy to navigate for all units.
Forest	10	0	0	0	Additional movement cost for all units except fliers; additional cost is highest for Archers, Cavaliers, Horsemen, Paladins, and Ballisticians.
Fort	15	1	0	20	Affords units extra defense and heals them each turn.
Gate	20	2	0	20	Affords units extra defense and heals them each turn.
House	5	0	0	0	Helps units avoid attacks.
Ledge	0	0	0	0	Difficult to cross for most units; impassable to some.
Mountain	20	1	0	0	Affords units extra defense.
Peak	0	0	0	0	Only fliers can cross.
Pillar	10	0	0	0	Helps units avoid attacks.
Plain	0	0	0	0	Easy to navigate for all units.
River	0	0	0	0	Impassable or difficult to cross for most units except Pirates, Berserkers, Freelancers, and fliers.
Sea	20	0	0	0	Can only be crossed by Pirates, Berserkers, Freelancers, and fliers.
Stairs	0	0	0	0	Easy to navigate for all units.
Throne	20	2	0	20	Affords units extra defense and heals them each turn.
Village	5	0	0	0	Helps units avoid attacks.
Wall	0	0	0	0	Impassable to all units, including fliers.

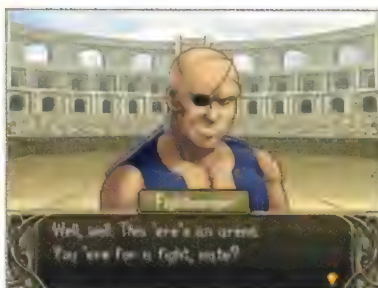
Armories and Vendors



Be sure to visit each region's armories and vendors before seizing victory and leaving the battlefield. Spend wisely and stock up on vital gear, particularly weapons that allow your units to attack from range, such as Hand Axes and Javelins. Weapons that are effective against certain enemies, such as Hammers that shatter armor or Ridersbanes that slay cavalry, are also sound purchases. Outfit your army with these sorts of arms to add versatility and might to your offense!

Arena Games

Visit special places called arenas to match your units against unknown foes in single combat—but only if you have enough coin to cover the fight bet. If your champion wins, you win the bet and double-up, and your unit gains the appropriate amount of EXP for the victory. If you lose, you're out some gold—and a precious unit!



Arena battles play out very quickly and offer you no Combat Forecast to help predict the outcome. This makes arena duels a little nerve-racking, but they are also great ways to earn fast cash and bestow additional EXP to your

forces. Once you learn how to exploit arenas, you'll find they're excellent ways to gain an edge in *Fire Emblem*. Here are the basic rules:

- Only one of your units can fight in an arena each turn. If that unit wins the fight, you have the option to have it fight again during the same turn.
- There is no Combat Forecast before an arena battle. The fight simply begins as soon as you accept the wager, with each fighter trading blows like a normal combat.
- Regardless of your unit's currently assigned weapon, they will be equipped with a default weapon when fighting in the arena.
- If things aren't looking good for your fighter, you can press **Ⓢ** to quit the fight and forfeit the bet. This is a smart decision if you don't want to lose your fighter; falling in an arena duel is just as fatal as falling in war.

Here's some practical advice that'll help you get the most out of arenas:

- Always save your progress before attempting an arena, and never fight in arenas until after you've cleared the battlefield. Losses of HP and units are just as real in arena games as they are in combat!
- Avoid fighting more than once per turn, unless your fighter came through the first bout uninjured. Your champion should be at full health for the best chances of winning.
- Though there's no Combat Forecast in arena duels, you can usually gauge how difficult a fight will be by the wager: The higher the bet, the more challenging the opponent.
- If you visit an arena but decide not to fight because of a high wager (indicating a dangerous adversary), simply quit out and then immediately revisit the arena to receive a different offer. Repeat this until you come up with a wager that seems reasonable.
- The moment an arena battle begins, immediately examine the stats along the top screen's bottom edge. Here you find crucial Combat Forecast-like info, such as each fighter's HP, damage per attack, chance to hit, and chance of scoring a critical hit (which deals 3x the normal damage). Process this info quickly and you'll be able to determine which fighter has the upper hand—and whether or not your champion has any hope of victory.
- If a fight seems impossible to win, immediately press **Ⓢ** to quit, and keep pressing it until the fight ends. Don't wait until the last second, as it sometimes takes a turn before the duel is called off. Learn to calculate the odds quickly so you can play it safe and abandon fights you have little chance at winning before it's too late.

Common Strategies

We've gone over the intricacies of conducting business in *Fire Emblem: Shadow Dragon*. Now let's apply all this information and strategy to scenarios you'll commonly face on the field. Follow these guidelines and you'll find even the most challenging battles become much easier.

Protect Weaker Units

Not every unit in your army is a fierce warrior yearning to hold the frontline. Many units are fragile and easily defeated by even meager opposition. These units must be protected at all times.



The key to keeping your units alive and in good health is to keep them out of the enemy's attack range. Press **ⓧ** to bring up the danger zone and ensure none of your units is left exposed at the end of your turn. Remember: If no one's in the red, none can wind up dead!

Play Defense



When the enemy's on the advance and there's nowhere to run, look for places to take cover instead. Station your best defenders—those that have the greatest amount of HP and Def (defense)—to seal off narrow passages such as

bridges, castle halls, and mountain passes. Cut off the enemy's advance in this fashion and their numbers will count for nothing.

Bait and Squish

Sometimes the enemy needs a little persuasion before they'll come out and play. When the enemy is staying defensive rather than pressing the action, try luring one of them out by placing a stalwart defender just within the foe's attack range.



This often baits individual units away from their comrades, turning them into easy prey. Continue this "bait and squish" tactic to steadily thin the enemy ranks.

Heal and Support



Healers are a critical part of any army—you'll recognize this the moment you recruit your first Curate. With the ability to replenish your units' HP, healers can help your forces hold out against an enemy onslaught almost indefinitely. Always

bring at least one healer into every battle (two are even better), keeping them close to the action, but out of harm's way.

TIP Buy multiple Heal staves for your healers, and make sure they're using them as often as possible. Each time a healer uses a staff, it gains a little EXP.

Spread the EXP



Regardless of your style of command, you're likely to grow fond of certain units, favoring their unique skills over those of others. Avoid getting too attached, however, or you may end up sacrificing your army's versatility. Before

committing to any attack, scan your units and look to spread EXP evenly among them, helping those who are lagging behind level up and improve upon their skills. Different battles call for different talents, and you'll have an easier time of things when you've got a balanced army to work with.

TIP Sometimes you'll recruit new units that are significantly less powerful than those that have been traveling with your army for a while. To assist these units in leveling up, equip more powerful troops with substandard weaponry, then use them to wound (but not defeat) strong enemies. This will allow your weaker recruits to step in and finish off these foes, scoring loads of bonus EXP because of the level difference!

Campaign Walkthrough

Prologue I

Long ago, Medeus, king of the dragonkin, conquered the continent of Archanea, giving rise to an age of fear and despair for all its people. That tyranny was broken, however, when an unlikely hero intervened. A young man hailing from the Alteia region appeared with a divine blade in hand. Fang of dragon and blade of light locked in battle; and in the end, blade prevailed. For some time after, the land enjoyed an age of peace.

However, after a century's passing, the Shadow Dragon returned. He forged an alliance with a fiendish sorcerer who sought to rule the world, and their combined might toppled kingdom after unsuspecting kingdom. Again, darkness threatened to engulf the continent. It fell upon the king of Alteia, sole descendant of the dragon-slayer hero, to sally forth with the divine blade and fulfill his blood destiny. His son, Prince Marth, remained at home with the boy's mother, and a garrison manned by Alteia's neighbor and ally, Gra. Thus the boy applied himself to the ways of both pen and sword, until one day...



Enemies (4)

Map #	Name	Level	Amount	Gear
1	Fighter	1	2	Iron Axe
2	Soldier	2	1	Iron Lance
3	Soldier	1	1	Iron Lance

NOTE



The Prologue is only available in Normal difficulty, for which this walkthrough is written. If you chose to play on Hard, skip ahead in the walkthrough to Chapter 1: Marth Embarks.

New Recruits



Marth

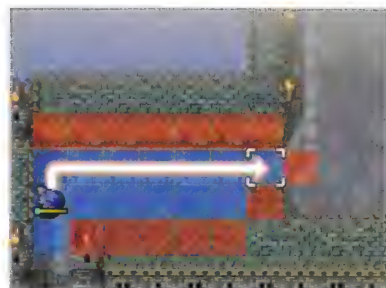
Class	LV	HP	Mov	Weapon	Ranks	Gear
Lord	1	18	7	Swords: D		Iron Sword; Rapier

Str: 5
Mag: 0
Skill: 3
Spd: 7
Lck: 7
Def: 7
Res: 0

Prince Marth is the son of King Alteia, the blood descendant of the hero who years ago killed Medeus and freed the land from evil. Marth is a skilled swordsman and the only character capable of wielding the Rapier.

News from Gra

Your epic adventure begins with just one unit under your control: Marth, the Prince of Alteia. Marth's sister, Princess Elice, wishes her brother to meet her near their father's throne—she has big news from Gra. Select Marth and move him to the far end of the hall.



NOTE



The blue squares that appear when you select a unit show all the spaces to which the unit can move. The red squares along the edges indicate the limits of the unit's attack range with its currently equipped weapon.



An action menu appears after Marth reaches his destination. There's only one option to choose, so go ahead and order Marth to wait.

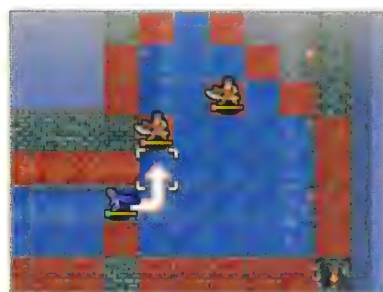
TIP If you make a false move or don't like the command options available to you after moving a unit, simply press **Ⓢ** to cancel the move and try something else.

TIP Press **Ⓢ** to cycle through your character's weapons while viewing the Combat Forecast. This is a fast way to pick the right weapon for the job.

Trouble in the Hall



Gra troops ambush Marth as he nears the end of the hall. These men are supposed to be Altea's allies, but they call for Marth to lay down his sword and surrender. Something's gone terribly wrong...



Fortunately, Marth is more than a match for these inexperienced ruffians. Move him close to the nearest axe wielding Fighter and choose the Attack command from the menu that appears.

Before the attack plays out, you're asked to select which weapon you want Marth to wield. The Rapier is Marth's favorite, but it's overkill against these goons. Pick the Iron Sword instead.



NOTE All weapons break after extensive use. The number next to each weapon indicates how many blows can be struck with the weapon before it shatters. Double attacks wear a weapon down twice as fast, while a miss takes no toll on the weapon at all.

The Combat Forecast appears after you choose a weapon. This handy window does all the math for you, telling you exactly what will occur if you proceed with the attack. In this case, Marth's Iron Sword has a 100 percent chance of hitting the enemy Fighter, so there's no chance of missing. It will also strike the man twice for a total of 14 HP of damage. Since the Fighter has exactly 14 HP, you know the attack will be lethal.



Though the enemy Fighter is sure to fall, he still gets a chance to land a counterattack against Marth. This is because it takes two hits for Marth to deal the Fighter fatal damage, and the Fighter can counter in the break between those

attacks. Don't worry, though; the Combat Forecast also reveals that Fighter's counterattack has only a 66 percent chance of landing and, even if it does, it can only inflict 2 HP of damage against Altea's young prince.

NOTE A mechanic known as the Weapon Triangle plays a big role in determining why the Fighter's chance to hit is so low (and why Marth's is so high). According to the Weapon Triangle, axes fare well against lances, lances best swords, and swords are ideal against axes. It's easy to remember if you keep in mind that it works alphabetically. The Combat Forecast also sports little arrows to illustrate which weapon has the upper hand, and it always factors in Weapon Triangle advantages when calculating the numbers.

A Learning Experience

The EXP bar appears after Marth bests the Fighter and fills with 30 EXP. When the bar fills all the way to 100, Marth has gained enough experience to reach the next level in his class. Leveling up causes a character's stats to increase at random.



NOTE Any attack that deals damage is worth EXP, but dispatching enemies yields the most EXP. Attacking and defeating powerful enemies is worth more EXP than defeating weaker prey.



Your turn ends after Marth wipes out the Fighter. Another nearby Fighter rushes forward during the Enemy Phase and attacks Marth, possibly dealing a few more points of damage. Unfortunately for this guy, Marth gets a chance to counterattack just like the first Fighter did. The counter is lethal, increasing Marth's EXP even more.

Smooth Move

Two lance-wielding Soldiers guard the throne room at the hall's north end. It's tempting to move Marth all the way north, but doing so would place him into the nearest Soldier's attack range. Select the Soldier to see just how far his attacks can reach.



TIP Press to view the attack ranges of all enemies on the battlefield.



Now that you can see the "danger zone," move Marth as close to the throne room as possible without placing him in danger of being attacked during the Enemy Phase. Always consider enemy attack ranges in this fashion before issuing

move orders. As long as you don't leave any units in the danger zone, you know your forces cannot come to harm during the Enemy Phase.



The Soldiers make no move against Marth because you've kept him out of their attack range. Now you're able to land the first strike against the nearest Soldier. Advance Marth into attack range and strike with the Iron Sword. This Soldier's a

bit tougher than the previous Fighters and the attack won't defeat him, but he's still no match for Marth's swordsmanship.

NOTE Notice that the other Soldier has a very small attack range. That's because this Soldier is the "boss" of the battle. Enemy bosses are tough, but they often can't move and commonly remain poised to defend vital turf.

Turf War

Seeing the young prince's approach, the boss Soldier steps onto the throne, ready to defend himself. Move your cursor over the Soldier afterward and look at the top screen's lower-right corner to view the terrain effects. The throne gives



the Soldier significant bonuses to his Def and Avoid stats, and it will also heal him by 20 percent of his maximum health each turn. No fair!

TIP Always consider terrain advantages when moving units around.



The Soldier you attacked earlier strikes back at Marth, only to be defeated during the counter. This gives Marth enough EXP to level up, gaining random stat boosts. And not a moment too soon—you have a boss to dethrone!

The boss Soldier may have the terrain advantage, but he can't hold a candle to Marth's swordsmanship. Continue wielding the Iron Sword and just keep chopping away until the Soldier finally falls.



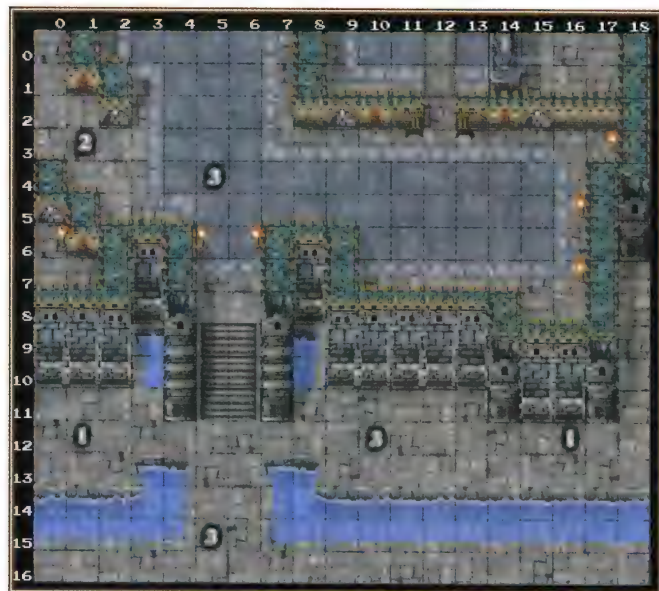
Seizing Victory

Well done! The throne is now yours for the taking. Move Marth onto the throne space, which flashes yellow, and choose the Seize command from the action menu. Confirm that you wish to proceed to the next chapter to conclude the battle and advance the story.



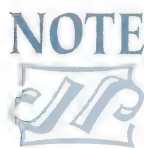
Prologue II

His castle overrun by Gra forces, Prince Marth has no choice but to flee. His sister will not go, however, choosing instead to hold the throne while her brother seeks answers. Bursting out from the castle gates, Marth comes face to face with some loyal Altean Cavaliers...

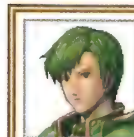


Enemies (6)

Map #	Name	Level	Amount	Gear
1	Archer	1	2	Iron Bow
2	Fighter	1	1	Iron Axe
3	Soldier	1	3	Iron Lance



The Prologue is only available in Normal difficulty, for which this walkthrough is written. If you chose to play on Hard, skip ahead in the walkthrough to Chapter 1: Marth Embarks.



Abel

Class	LV	HP	Mov	Weapon Ranks	Gear
Cavalier	1	20	9	Lances: D; Swords: E	Iron Sword; Javelin

Str: 6
Mag: 0
Skill: 7
Spd: 7
Lck: 2
Def: 7
Res: 0

Abel is a bright young Cavalier skilled in the use of lance and sword. His mount affords him tremendous movement through ideal terrain.



Frey

Class	LV	HP	Mov	Weapon Ranks	Gear
Cavalier	1	18	9	Lances: D; Swords: E	Iron Lance; Iron Sword; Vulnerary

Str: 7
Mag: 0
Skill: 6
Spd: 6
Lck: 2
Def: 7
Res: 0

Frey can wield lance and sword, has terrific movement, and is a fierce combatant.

Friendly Faces

Marth joins up with two Altean Cavaliers named Abel and Frey just outside the castle. The men report that Gra are everywhere, and that they must move fast if they're to make good their escape. Fortunately, moving fast is second nature for Cavaliers.



Move your cursor over your new recruits and press **B** to display their stats and gear on the top screen.



CAUTION



Be very careful with your characters. Once a unit is lost, it's gone forever!

An enemy Soldier stands just to the west, and a Fighter stands a short distance beyond the Soldier. The Fighter is within Frey's generous attack range; advance Frey and attack the Fighter with the Iron Sword, using the Weapon Triangle to your advantage.



Abel carries a special lance called a javelin, which can be thrown to damage enemies from up to two spaces away. Try this against the nearby Soldier, and notice that the Soldier cannot counterattack, as his lance is only effective against

nearby targets. If the Soldier gets lucky and survives Abel's assault, advance Marth to finish him off.

TIP Now that you have some powerful warriors, lead your attacks with them and try to keep Marth out of harm's way as much as possible.



The Fighter attacks Frey during the Enemy Phase and is dispatched in the counter. Another Soldier advances up the southern steps, and Marth warns his newfound comrades of the enemy Archers. Again, have Abel slaughter the Soldier with the Javelin from afar. Then advance Frey and Marth, using Frey to finish off the Soldier if need be.

Archer Advance



Advancing your troops puts them in range of an enemy Archer, who advances and fires his bow. If he attacks Abel, your Cavalier gets a chance to counter with his Javelin. Long-range attackers can counter each other in this fashion.



No other enemy units advance after the Archer's attack. Advance Marth or Frey on the Archer and dispatch the villain with a close-range attack. Because Archers can only attack targets that stand two spaces away, a close-range assault ensures that the Archer can't counter.

Next, send Abel to toss his Javelin at the Soldier to the south. This is the battle's boss and he won't advance on you, but Abel can wipe the brute out in one attack if he's lucky. Even if he misses, a Javelin toss from afar ensures there can be no counter.



You're free to flee after dispatching the boss Soldier, but take a moment to wipe out the final Archer. Every enemy you defeat nets your units valuable EXP, so you should always try to hunt down every last foe. Remember to use close-

TIP Try to spread EXP evenly among your units. If you keep letting the same troops hog all the glory, the overall strength of your army will suffer.

With the Gra forces wiped from the field, send Marth to seize the flashing yellow tile and conclude the battle.



Prologue III

Thus Prince Marth escaped Altea Castle with Sir Jagen and company at his side. However, this success would mean little to him once he learned the cost. The boy's woes were just beginning.




Enemies (10)

Map #	Name	Level	Amount	Gear
1	Archer	1	2	Iron Bow
2	Fighter	1	1	Hand Axe
3	Fighter	1	1	Iron Axe
4	Mage	1	2	Fire
5	Soldier	1	4	Iron Lance

NOTE

The Prologue is only available in Normal difficulty, for which this walkthrough is written. If you chose to play on Hard, skip ahead in the walkthrough to Chapter 1: Marth Embarks.

New Recruits



Cain

Class	LV	HP	Mov	Weapon Ranks	Gear
Cavalier	1	20	9	Lances: E; Swords: D	Iron Lance; Iron Sword

Str: 7

Mag: 0

Skill: 5


Spd: 6

Lck: 3

Def: 7

Res: 0

Cain is another Altean Cavalier with solid combat ability. He can wield both sword and lance, though he's a bit better with the former compared to the latter.



Jagen

Class	LV	HP	Mov	Weapon Ranks	Gear
Paladin	1	22	10	Lances: B; Swords: D	Iron Sword; Silver Lance; Vulnerary

Str: 7
Mag: 1
Skill: 10
Spd: 8
Lck: 1
Def: 9
Res: 6

Jagen is a Paladin—an advanced “promoted” class that’s leagues more powerful than non-promoted units such as Cavaliers. His exceptional Def, Spd, and Res stats make him tough to hurt, and Jagen’s Silver Lance helps him dole out punishment to his foes.

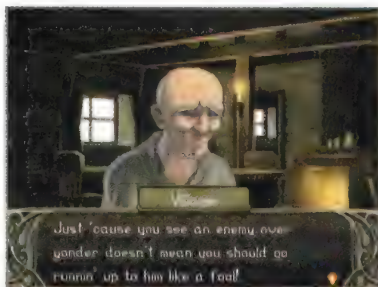
Man of the People



Marth, Abel, and Frey are met by Cain and Jagen outside the castle walls. The two loyal Alteans bring sad news: Marth’s father, the king, has fallen on the fields of Gra. There’s no time for grief, however. A powerful enemy force blocks

the road to freedom. Jagen suggests that you visit the nearby villagers’ homes to seek advice; send Marth to visit the nearest house.

Sure enough, the villager gives you some sound advice: don’t charge at enemies, but lure them toward you instead. This is a core strategy in *Fire Emblem*, so learn it well!



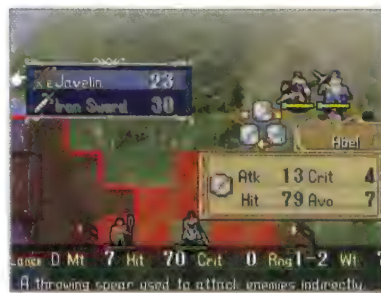
Tactical Push



Two enemy Soldiers and an Archer stand not far from your party’s position. Scan the farther Soldier’s and Archer’s attack ranges to see that Abel can hurl the Javelin at the nearest Soldier without fear of being harassed during the follow-

ing Enemy Phase. Advance Abel and see if you can’t dispatch this first enemy.

TIP Jagen is a powerful fighter, but as a promoted class, he won’t receive much EXP from battles. Use Jagen to wound enemies, but allow your weaker troops to finish them off so they can collect the bonus EXP.



Advance the rest of your forces to end your turn. The enemy makes no aggressive move during the following Enemy Phase; spend the next few turns advancing your troops to wipe out the Archer and Soldier near the western bridge. Remember to use

the right weapons for the job to increase your odds of scoring hits and prevent your foes from landing counterstrikes.

TIP Use Vulneraries and retreat units to nearby forts to help them recover lost HP. (Vulneraries can be traded among adjacent troops.)

An enemy Soldier heedlessly crosses the bridge as your forces draw near. Let him come as you wipe out all hostiles on your side of the river. Then carefully march your troops across the bridge, being careful to keep your men out of your rivals’ attack ranges poised across the way.



TIP Continue visiting villagers with Marth as you march your Cavaliers westward.

Crossing the Bridge



Line up your forces along the bridge, keeping them just out of the western Soldier’s attack range. End your turn so you can move all your units on the next. Send units to attack the Soldier, along with the southwest Fighter.

CAUTION

The northwest Fighter will be able to assail whoever you advance across the bridge, so don’t move anyone forward who’s badly wounded.

TIP The southwest Fighter’s armed with a Hand Axe, which is much like a Javelin: It can be wielded at close range or thrown at distant enemies.



Finish off the Soldier and Fighters. An Archer crosses the bridge to the north; dispatch him before moving forward.

Meddlesome Mages

Two Mages await you across the northern bridge. These guys are dangerous because their attacks deal magical damage, which most characters have no defense against. Fortunately, one of the Mages is a boss and won't advance against you. Keep tabs on both Mages' attack ranges while sending your units across the bridge.



NOTE A character's Res stat indicates his resistance to magical damage. Currently, Jagen is the only member of your band that features any Res.

Like Javelin or Hand Axe wielders, a Mage's powerful spells can strike targets that stand up to two spaces away. Mages own little defense against physical attacks, however. Advance each of your Cavaliers against the non-boss Mage (the one with the larger attack range) and see if any of them can defeat the Mage with a single attack.



CAUTION

Make sure you have a high enough hit percentage before attacking the Mage. If you miss, the Mage will counter, and he may be able to defeat your character during his next attack in the Enemy Phase.



Orchestrate your attacks with care to wipe out both Mages and secure the battlefield. Great work; now send Marth to seize the fort that the boss Mage was guarding.

Prologue IV

Marth and his knights took refuge in a forest near Altea's borders, lying low while they waited for the right chance to escape the kingdom. Before long, the enemy grew less watchful: The time to slip away had come. Still, the prince could not quell the sadness in his heart for his sister, Elice.



Enemies (9)

Map #	Name	Level	Amount	Gear
1	Archer	1	1	Iron Bow
2	Archer	1	1	Iron Bow
3	Captain (Cavalier)	2	1	Javelin; Vulnerable
4	Fighter	1	1	Hand Axe
5	Fighter	1	1	Iron Axe
6	Mage	1	1	Fire
7	Soldier	1	3	Iron Lance

NOTE

The Prologue is only available in Normal difficulty, for which this walkthrough is written. If you chose to play on Hard, skip ahead in the walkthrough to Chapter 1: Marth Embarks.


Reinforcements (16)

Map #	Name	Level	Amount	Gear	Appearance
R1	Knight	11	12	Silver Lance	Triggered (appear after you recruit Gordin)
R2	Pegasus Knight	1	2	Iron Lance	Turns 7 and 14

Loot

Map #	Name	Location
L1	Steel Bow	Village (visit with Marth)
--	Door Key	Given to Marth at chapter's start

New Recruits



Gordin

Class	LV	HP	Mov	Weapon Ranks	Gear
Archer	1	18	5	Bows: D	None

Str: 5
Mag: 0
Skill: 3
Spd: 4
Lck: 4
Def: 6
Res: 0

Gordin is the first Archer to join your band, and his skill with a bow is certain to come in handy. Have Marth speak to Gordin during this chapter, and the lad will join your ranks.

To Flee a Fallen Kingdom



Marth's trusted advisor, Malledus, informs the young prince that his best chance at escape lies in slipping through a prison near Altea's border. He gives Marth a Door Key to aid in the effort, then imparts some sound advice: Marth

should try speaking to enemies, and see if he can't recruit those forced to fight against their wishes.



Two enemy Fighters and an Archer defend the road to the prison's southern door. The Archer's out of range, so advance your Cavaliers to wipe out the Fighters instead.

TIP When attacking multiple enemies, it's often best to strike the most distant ones first. This ensures you don't defeat nearby enemies with units that could have reached more distant foes.



The Archer advances on your forces during the Enemy Phase; eliminate him with melee attacks on your next turn so he can't counter. Best this Archer to claim the Iron Bow he wields.

NOTE



Items that flash green inside enemy inventories are dropped by the enemy when defeated. Such items are automatically placed in the inventory of the unit that bested the foe.

Friend or Foe?

Advance Marth to the foot of the prison's southern door after you've finished securing the vicinity. Select the special "Door" option from the action menu to use the Door Key Malledus recently gave to Marth. The key vanishes from Marth's inventory and the door to the prison opens.



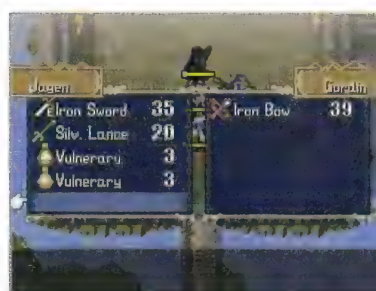
CAUTION

Don't attack the enemy Archer inside the prison! He won't attack you, and Marth can speak to the man next turn to recruit him.



Move your forces inside the prison, but don't attack the enemy Archer poised within. This poor fellow's name is Gordin, and he's been forced to wear the garb of the enemy against his will. Have Marth speak with Gordin during your next turn to free the lad and recruit him to join your forces.

Gordin is a talented Archer, but he's not much use without a bow. Check your units' inventories to see which one is carrying the Iron Bow dropped by the previous enemy Archer, then have that character approach Gordin. Select the "Trade" option from the action menu and hand Gordin the Iron Bow. Now he's ready to gain some revenge.



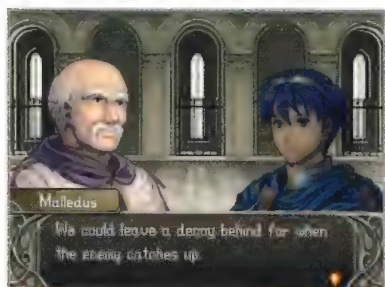
Gnarly Knights



During the Enemy Phase of the turn in which you recruit Gordin, a host of enemy knights appears on the field, close to where your forces began the battle. You've fallen into the enemy's trap: You have no key with which to unlock the

prison's northern door, and all those knights are sure to spell your doom when they arrive.

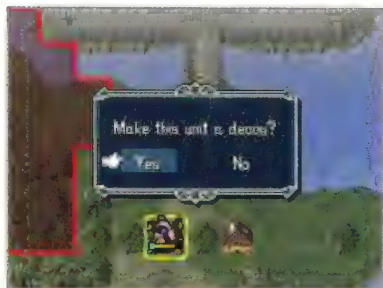
NOTE If you dispatch Gordin rather than recruiting him, the knights do not appear, and the prison's northern door opens.



Things look bleak indeed, but Malledus has an idea: perhaps if one of Marth's followers were to linger behind as a decoy disguised as Altea's young prince, the enemy would give him chase instead, thus allowing

Marth and the rest of his band to flee. Knowing this would spell certain doom for the decoy, Marth is reluctant to accept the plan. Malledus reminds the prince that sometimes sacrifices must be made.

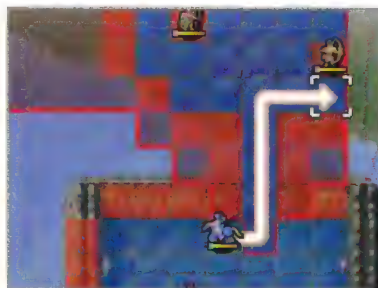
You've no chance at besting the knights; they're far too powerful. A decoy must be sent to the southern fort instead to lure them away. Whichever character you send will be lost forever, so choose wisely.



TIP You currently have three Cavaliers, so it's best to sacrifice one of them as the decoy. Cain's a good choice, as both Frey and Abel have a D rank in lances, allowing them to wield javelins and attack from range. Whoever you choose to send, be sure to trade away all their items so you don't lose them.

Prison Break

Fooled by the decoy, the knights give chase. Thinking the Altean prince has left his comrades to their fate, the northern enemies open the prison's north door, aiming to crush the leaderless remnants. Little do they realize that Marth hasn't left his friends at all!



inside the attack range of the nearby enemy Mage.

TIP Make good use of Gordin's long-range attacks when fighting the Soldiers—they won't be able to counter.



any wounded units to his dangerous magical attacks.

CAUTION

Remember that Mages can attack enemies at one or two squares away. This means the Mage is capable of countering even long-range bow and javelin attacks.

Reinforcements Arrive



Advance on them instead, and defeat all four Pegasus Knights to spread extra EXP amongst your troops.

Send Jagen to dispatch the nearby Archer, then check the nearby Soldiers' attack range and advance the rest of your forces to the brink of the danger zone. Move your units northward in force during your next turn, but don't leave anyone

Keep well away from the Mage until you've cleared out the Soldiers, then mass your troops along the edge of the Mage's attack range. The Mage will advance as you draw near; use a combined assault to wipe him out fast, and don't expose

TIP Flying units are highly vulnerable to arrows. Use Gordin to make short work of the Pegasus Knights, and attack them with Abel's Javelins to wound them without fear of counterattack.

Village People



While warding off Pegasus Knights near the western coast, send Marth to visit the nearby village. When Marth visits the place, the townsfolk graciously give their prince a Steel Bow to aid in his efforts. Trade this to Gordin at once!

Besting the Boss



Wipe out all four Pegasus Knights (another pair emerges from the forts during Turn 14), then move to eliminate the boss—a Level 2 Cavalier. Beware: The boss is armed with a Javelin and can strike units that stand up to two squares

away. Use swords to gain a Weapon Triangle advantage, and don't shy away from retreating your wounded units, healing them with Vulneraries if need be.

NOTE Don't worry if you've suffered some casualties in battle. If you have four or fewer characters in your party by the end of the Prologue, you'll gain a new unit at the start of Chapter 1—an Archer by the name of Norne. (Norne does not join your ranks if you finish this final Prologue chapter with five or more characters in your band.)

TIP If you wish to recruit Norne, try placing sacrificial units within the boss enemy's attack range after removing all their gear. The boss will cut down such units in short order. Once you're down to four characters, defeat the boss and end the battle, and Norne will join you at the start of Chapter 1.

Chapter 1—Marth Embarks

Marth, prince of Altea, was lucky. Though Dolhr took from him his kingdom and all but a handful of knights, they could not take his life. Marth lived and made it to the eastern isle of Talys.

Talys was a small border kingdom, with no grand order of knights to boast of, but its king selflessly gave Marth use of the isle's eastern fortress. And as he saw the boy shake with anger and grief, he also gave wise counsel:

"Prince Marth," he said, "I do not doubt you love your sister something great. But you must be patient...Time is on your side. If you stay here, and grow stronger, a time will come when you can help her." So Marth stayed in Talys, protected by its kind people, and the years went by...

Enemies (14)

Map #	Name	Level	Amount	Gear
1	Gazzak (Pirate)	5	1	Steel Axe; Vulnerable
2	Hunter	1	1	Iron Bow
3	Pirate	1	11	Iron Axe
4	Thief	1	1	Iron Sword

Loot

Map #	Name	Location
L1	10,000 gold	Village (visit with Marth)

New Recruits



Draug

Class	LV	HP	Mov	Weapon Ranks	Gear
Knight	1	20	5	Lances: D	Iron Lance

Str: 7
Mag: 0
Skill: 3
Spd: 3
Lck: 1
Def: 11
Res: 0

Draug joins Marth's party at the start of Chapter 1. His heavy armor affords him incredible defense, enabling him to withstand multiple attacks as he shields vulnerable comrades from harm.

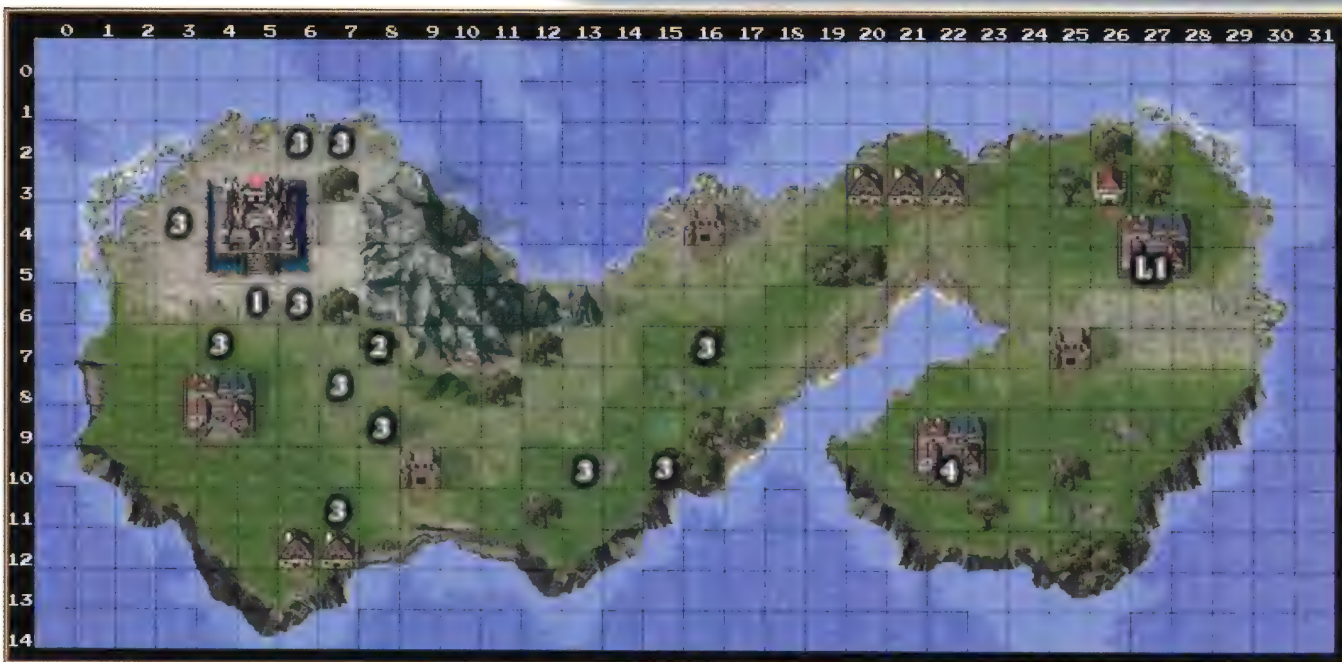


Norne

Class	LV	HP	Mov	Weapon Ranks	Gear
Archer	1	16	5	Bows: D	Iron Bow

Str: 4
Mag: 0
Skill: 1
Spd: 5
Lck: 3
Def: 6
Res: 0

Norne is a skilled Archer who joins Marth from the start of Chapter 1—but only if Marth's band includes four or fewer characters (counting Marth). If you've finished the Prologue with five or more characters, you've no chance of recruiting Norne.



Caeda

Class	LV	HP	Mov	Weapon Ranks	Gear
Pegasus Knight	1	16	8	Lances: D	Wing Spear

Str: 4
Mag: 1
Skill: 6
Spd: 12
Lck: 9
Def: 7
Res: 6

Princess Caeda joins Marth's band at the start of Chapter 1. As a high-flying Pegasus Knight, Caeda can swiftly cross most any terrain.



Wrys

Class	LV	HP	Mov	Weapon Ranks	Gear
Curate	1	16	5	Staves: E	Heal

Str: 0
Mag: 2
Skill: 5
Spd: 6
Lck: 2
Def: 3
Res: 6

Have Marth pay a visit to the western village to recruit Wrys, a gifted Curate. Although Wrys has no combat ability to speak of, his talent for healing the wounded make him a valuable addition to Marth's crew.

Pirate Pillagers



Pirates have invaded Taly's, and the good king's daughter, Princess Caeda, has asked Marth for help in repelling the savages. Owning no love for such brutal scavengers, the young prince is happy to oblige.



NOTE Caeda is a central character in *Fire Emblem's* plot, and losing her means you'll be unable to recruit certain characters encountered in future chapters. Do your utmost to ensure Caeda's survival, and consider retrying the chapter if she falls to the enemy.



The enemy Thief to the south is your first victim. Though Thieves aren't much for combat, they move about very swiftly, seeking out villages to plunder. Any village reached by an enemy Thief becomes destroyed, leaving Marth no chance

at visiting the village to receive the townsfolk's aid. This Thief has already ruined one village; dispatch him before he can take another.

NOTE Thieves won't ruin houses or forts; only villages. They'll also steal items from treasure chests—though no chests are present in this chapter.



With the Thief out of the picture, send Marth to visit the nearby village to the east. (The southern village has been destroyed by the Thief, so don't bother visiting its ruins.) The village elder is pleased to see the young nobleman and

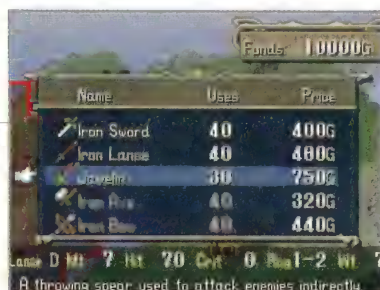
hands Marth 10,000 gold pieces to aid in the Altean prince's war effort.

Shopping Spree

Now that you've collected some decent coinage, send a unit to visit the nearby armory, which stands just north of the village Marth visited. Don't send Draug, though; advance him to visit a nearby house, keeping him closer to the frontline.



Javelins are the things to buy from this shop—they're extremely useful, and you won't have a chance to buy more for quite some time. Many of your units can wield Javelins but don't own any, so buy some for Caeda, Draug, Jagen, and each of your Cavaliers.



TIP Items that are grayed out cannot be used by the character who is currently visiting the armory. However, any item can be purchased, so long as you have enough coin.

NOTE Now that you've completed the Prologue, you have access to your army's convoy. The convoy acts as extra storage for your army, granting your forces access to much more equipment than they can carry about themselves. Marth is in charge of the convoy and may access it at anytime. All other characters can view and swap items from the convoy by approaching Marth and choosing the "Convoy" option from the action menu.



Armory

Icon	Item	Uses	Price	Description	Weapon Rank	Mt	Hit	Crit	Rng	Wt
	Iron Axe	40	320G	An affordable axe that is easy to wield.	Axe E	7	80	0	1	6
	Iron Bow	40	440G	An affordable bow that is easy to wield.	Bow E	5	100	0	1	4
	Iron Lance	40	480G	An affordable lance that is easy to wield.	Lance E	6	90	0	1	5
	Iron Sword	40	400G	An affordable sword that is easy to wield.	Sword E	5	100	0	1	4
	Javelin	30	750G	A throwing spear used to attack enemies indirectly.	Lance D	7	70	0	1-2	7

Punishing the Pirates



When you've finished shopping at the armory, call up the enemy's collective attack range and mass your forces near the northern houses, right at the edge of the danger zone. Almost all of the enemy Pirates advance east toward



your forces during the Enemy Phase. Some even cross the sea, which is a special talent Pirates possess. Sneaky!



It's best not to advance too far during your next turn. Keep your most powerful units at the front line (Draug, Jagen, and your Cavaliers) and trade the Javelins you just bought among your units.

Armed with Javelins, your forces can pick apart the Pirates without fear of counterattack. None of these scurvy seadogs wield Hand Axes, so they'll be unable to counter if you heave Javelins and fire arrows from afar. Because axes beat lances in the Weapon Triangle, look to finish off the wounded with sword strikes whenever possible.

TIP Retreat wounded units to nearby forts for healing, using Vulneraries to quickly mend anyone who's gravely injured.



front line and strike at the weak if you leave them too close.

Hunted by a Hunter

An enemy Hunter eventually arrives on the scene, ready to support his Pirate comrades with indirect attacks. Keep Caeda far away from the Hunter because flying units such as she are extremely vulnerable to arrows. Maul the Hunter with close-range attacks as you would an Archer, neutralizing any chance at being countered.



Your forces will likely have suffered some injuries during this intense fight, so take a moment to heal your wounded by feeding them Vulneraries or resting them at forts. The remaining Pirates poised near the western castle won't advance

until you move into their attack range. Gather your combat-ready troops at the edge of the enemy's attack range, massing to retake the castle.

Final Push



Just four Pirates stand between you and victory—nothing you can't handle considering what you've just been through. Advance your troops in force, using Cavaliers to cut down the Pirates near the western village. Draug won't be able to

strike anyone during the initial attack, but move him as close to the action as possible anyway.

New Recruit: Wrys

Have Marth pay a quick visit to the western village while Draug and your Cavaliers go about their business. There, the young prince meets a gifted Curate by the name of Wrys, who uses a Heal staff to quickly restore large amounts of health to injured units.



TIP Wrys is highly vulnerable to enemy attacks, so retreat him out of range if any Pirates still lurk nearby.

Boss: Gazzak



As always, the boss enemy guarding the castle you must seize does not advance against you. Take the opportunity to heal your wounded with Wrys' staff—every use gains the old Curate some valuable EXP.

When you're ready, simply pelt the boss with Javelins and arrows. His Steel Axe won't allow him to counter, so take your time and pepper the boss to spread even more EXP among your troops.

TIP Boss battles are worth lots of EXP, so always try to drag out these fights as long as possible—especially when the boss can't counter. Also, let low-level units deal bosses their final blows.

Chapter 2—The Pirates of Galder

One thing could always be said about Galder Harbor, the mainland port nearest Talys: It never had much in the way of riches, but neither did it have much trouble. All that changed when a pirate crew fell upon the town and made it their hideout. Here, in Galder, history records Marth's first steps toward freeing his homeland.



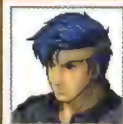
Enemies (17)

Map #	Name	Level	Amount	Gear
1	Castor (Hunter)	3	1	Iron Bow
2	Cavalier	1	2	Iron Lance
3	Darros (Pirate)	3	1	Steel Axe
4	Gomer (Pirate)	3	1	Hand Axe; Steel Sword
5	Hunter	1	2	Iron Bow
6	Pirate	1	8	Iron Axe
7	Thief	1	2	Iron Sword

Loot

Map #	Name	Location
LI	5,000 gold	Village (visit with Marth)
--	Silver Sword	Gained upon chapter completion

New Recruits



Barst

Class	LV	HP	Mov	Weapon Ranks	Gear
Fighter	3	24	6	Axes: D	Hand Axe; Steel Axe

Str: 10
Mag: 0
Skill: 6
Spd: 9
Lck: 3
Def: 6
Res: 0

Barst is one of three brave Fighters who serves under Ogma, a Mercenary of Talys. His skill with an axe is available to you from the start of Chapter 2, and his thrown Hand Axes are sure to come in handy.

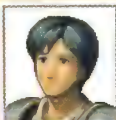


Bord

Class	LV	HP	Mov	Weapon Ranks	Gear
Fighter	2	20	6	Axes: C	Hammer; Iron Axe

Str: 8
Mag: 0
Skill: 4
Spd: 7
Lck: 1
Def: 5
Res: 0

Bord is another powerful Fighter who joins Marth's party at the start of Chapter 2. His skill with an axe is unmatched in Talys, and his Hammer can smash even the most hardened armor.



Castor

Class	LV	HP	Mov	Weapon Ranks	Gear
Hunter	3	21	6	Bows: D	Iron Bow

Str: 7
Mag: 0
Skill: 3
Spd: 6
Lck: 3
Def: 4
Res: 0

An enemy Hunter trained in the use of the bow, Castor can be recruited to fight alongside Marth's party if Caeda manages to speak with him in the field of battle. Hunters tend to be more vulnerable than Archers, but they're also a bit faster and are slightly better marksmen.



Cord

Class	LV	HP	Mov	Weapon Ranks	Gear
Fighter	2	20	6	Axes: E	Iron Axe

Str: 7
Mag: 0
Skill: 5
Spd: 9
Lck: 5
Def: 5
Res: 0

Cord is the least-talented Fighter of Ogma's men, but with so many enemies on the field, even his limited skill with an axe is sure to come in handy—particularly because it's available from the get-go.



Darros

Class	LV	HP	Mov	Weapon Ranks	Gear
Pirate	3	21	6	Axes: D	Steel Axe

Str: 6
Mag: 0
Skill: 2
Spd: 7
Lck: 3
Def: 5
Res: 0

An enemy Pirate, Darros will gladly join Marth's army—the Altean prince need only speak with him on the field of battle to gain his loyalty and, of course, the benefit of his sharp Steel Axe.



Ogma

Class	LV	HP	Mov	Weapon Ranks	Gear
Mercenary	4	22	7	Swords: C	Iron Sword; Steel Sword

Str: 6
Mag: 0
Skill: 11
Spd: 12
Lck: 3
Def: 6
Res: 0

A seasoned Mercenary with great sword skill, Ogma can cut down enemies in short order with his exceptional attack speed. He and his band of Fighters join Marth at the start of Chapter 2, eager to assist Talys' new noble hero.

Fighter Arrival

Ogma, legendary Mercenary of Talys, brings three of his best Fighters to aid Marth's efforts against the Pirates, who are now in league with the evil forces of Grust. Their talent for combat is sure to be of use, as the battlefield teems with enemy forces.



Your first task in this battle is to wipe out the smaller group of enemies to the north of your army's starting position. Success in this effort grants you control over half the battlefield—and also ensures that those devious Thieves

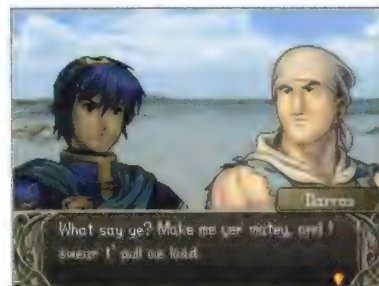
never make it to the area's western village. Advance your army northward, using swift Cavaliers to attack more distant enemies and your new band of Fighters to assault those that stand a bit closer.

TIP As always, look to take advantage of long-range attacks via Javelins, arrows, and Barst's Hand Axe. Never give your foes a chance to counter if you can help it.

CAUTION

An enemy Hunter stands to the north, and his bow can spell disaster for Caeda. Keep the flying princess well out of the Hunter's attack range.

New Recruit: Darros



The Pirate Darros is among the northern hostiles. Don't attack him if you wish to recruit him; have Marth speak with him to turn Darros to your side.



The two Pirates to the west will advance on your party during the Enemy Phase, so try not to leave anyone within their attack range. Wipe out the Pirates during your second turn and finish securing your half of the battlefield.

TIP Remember to use Wrys to heal your wounded. Use his talents as often as possible to help him gain EXP and level up. You'll soon be able to purchase additional Heal staves, so don't worry about running out of healing.

Cavalier Advance



Enemy Cavaliers advance from farther west, but it'll take time for them to reach you. Begin massing your troops along the edge of the enemy's attack range, and visit nearby houses for friendly advice.

NOTE New recruits can often have special dialogues with central characters, such as Marth and Caeda—but only during the chapter in which the new units are recruited. Now's a good time to have Caeda speak with Ogma and learn a bit more about him and his troops.



Push westward on Turn 3, annihilating the enemy Cavaliers that have charged into range. The nearby Pirate near the savepoint will advance during the Enemy Phase, so be prepared to fight him during Turn 4.

Westward Press

The momentum is in your favor after you've secured the eastern half of the field. Call up the enemy's attack range and mass your troops along the border to bait more Pirates into advancing, along with a pair of enemy Hunters.



New Recruit: Castor



One of the advancing Hunters is named Castor, and this young lad can be recruited to your fold if you're brave enough to have Caeda fly out and speak with him. After recruiting Castor, make certain to eliminate the lingering enemy Hunter—otherwise he's sure to turn his bow on Caeda.

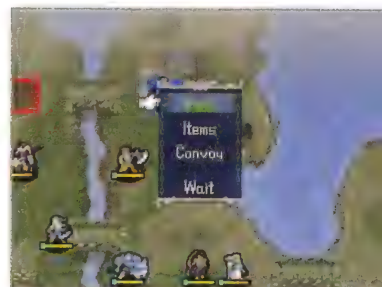
TIP Use the nearby savepoint to save your progress before recruiting Castor. That way, should matters spiral out of control, you'll be able to load your save and try again.



With one enemy Hunter recruited and the other dispatched, start pressing westward, picking off Pirates as you go. The enemy throws everything they've got left at you here, so put your sturdiest units in front and plan out each strike carefully. Exploit ranged attacks to negate counters and retreat wounded units to Wrys for healing as needed.

Village and Armory

After decimating the final wave of hostiles, have Marth pay a visit to the northern village. This nets you another 5,000 gold to spend at the armory to the south.



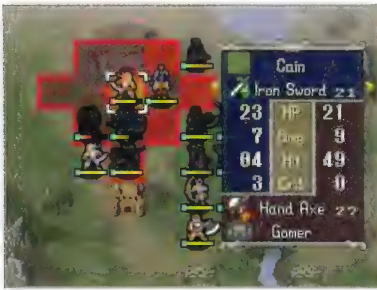
Visit the armory after collecting your coin from the village and pick up Hand Axes for Bord and Darros (Cord cannot use them until his weapon rank with axes increases), and a Steel Axe for Bord, as well. Also purchase a spare Hammer or two, as these weapons are extremely effective against armored units such as Knights. Take stock of your party's inventory and see if anyone's weaponry is about to break, purchasing additional arms as necessary.

TIP Press **A** over any empty patch of terrain to call up the system menu, then choose the "Units" option to quickly view the status of your entire party, including all items in their inventory. This is a great way to see whose weaponry is about to break so you can purchase backups.

Armory

Icon	Item	Uses	Price	Description	Weapon Rank	Mt	Hit	Crit	Rng	Wt
	Hammer	20	1,100G	An axe weapon effective against armored units.	Axe C	9	60	0	1	11
	Hand Axe	30	540G	A throwing axe used to attack enemies indirectly.	Axe D	8	60	0	1-2	8
	Iron Axe	40	320G	An affordable axe that is easy to wield.	Axe E	7	80	0	1	6
	Iron Bow	40	440G	An affordable bow that is easy to wield.	Bow E	5	100	0	1	4
	Iron Sword	40	400G	An affordable sword that is easy to wield.	Sword E	5	100	0	1	4
	Steel Axe	35	700G	A weighty but more powerful axe.	Axe D	10	70	0	1	10

Boss: Gomer



Gomer is by far the most dangerous boss enemy you've faced up to this point, so treat the salty Pirate with due respect. Gomer wields Hand Axes, so there's no chance at striking him without being countered. Your best option is to make

the Weapon Triangle work to your advantage, pitting Cavaliers armed with swords against Gomer to increase your odds of scoring hits and reduce his chances of landing counterattacks. Ogma's talent with a blade can be of particular value here.



CAUTION



Never attack a powerful enemy such as Gomer with a unit if the enemy's counter will reduce your unit to less than half its health. If you do, the enemy can finish your unit off during the Enemy Phase—assuming you're unable to defeat the foe during your half of the turn.

Chapter 3—A Brush in the Teeth

When journeying in from the borderlands, one particular peril would spring to mind—the Samsooth Mountains, whose gnashing peaks rose up and divided the peninsula. Since before anyone could remember, the mountains had belonged to bandits, blights on the land whose acts of plunder, kidnapping, and arson knew no bounds. Out of fear, their victims gave these peaks another name, the Ghoul's Teeth, while the bandits who ruled atop the Teeth's craggy crowns took a name as well—the Samsooth Sires, or Soothsires...




Enemies (15)

Map #	Name	Level	Amount	Gear
1	Fighter	1	2	Iron Axe
2	Fighter	1	1	Steel Axe; Vulnerable
3	Hunter	1	3	Iron Bow
4	Navarre (Myrmidon)	3	1	Killing Edge
5	Hyman (Fighter)	8	1	Hand Axe; Mend
6	Thief	1	7	Iron Axe

Loot

Map #	Name	Location
L1	Devil Axe	Village (visit with Marth)
--	15,000 gold	Gained upon chapter completion

New Recruits




Julian

Class	LV	HP	Mov	Weapon Ranks	Gear
Thief	3	17	7	Sword: E	Iron Sword

Str: 4
Mag: 0
Skill: 6
Spd: 12
Lck: 7
Def: 4
Res: 0

A Thief by the name of Julian flees from the enemy's grasp to join Marth's party at the start of Chapter 3. With the ability to open doors and treasure chests without needing keys, Julian's skills are sure to come in useful.




Lena

Class	LV	HP	Mov	Weapon Ranks	Gear
Cleric	3	16	5	Staff: C	Warp

Str: 0
Mag: 2
Skill: 7
Spd: 8
Lck: 8
Def: 3
Res: 7

Julian's not alone: he has helped a young Cleric named Lena escape the enemy's clutches as well. Lena gladly joins up with Marth's army, eager to put her supportive talents to good use. Lena is the only one who can use the Hammerne staff (available in Chapter 20).



Navarre

Class	LV	HP	Mov	Weapon Ranks	Gear
Myrmidon	3	19	7	Sword: C	Killing Edge

Str: 5
Mag: 0
Skill: 9
Spd: 11
Lck: 8
Def: 6
Res: 0

A talented Myrmidon skilled in swordplay, Navarre fights for the enemy, but he can be recruited to join up with Marth's band if Caeda speaks with him during this chapter.

Caught in the Middle



Julian and Lena have escaped captivity, but they won't last long if they don't keep moving: The vile Soothsires are hot on their heels! Retreat the young Thief and Cleric southward toward your main force.



Advance the bulk of your army northward next, moving to Julian and Lena's aid. Rather than sending Marth north, move him toward the nearby village, visiting it on your second turn to receive an awesome Devil Axe.

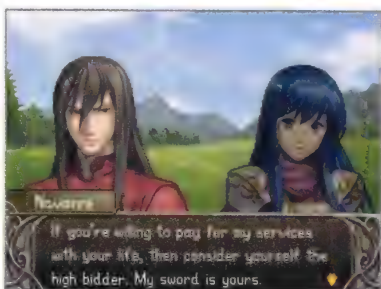
CAUTION
The Devil Axe is immensely powerful, but it will also damage its wielder from time to time. Give it to a Fighter when you get the chance, but use it sparingly and only when the wielder has plenty of health.

The enemy will advance from both the west and north, aiming to crush your forces somewhere in the middle. Their western forces are more remote, however, and Julian and Lena desperately need your help to the north. It's best to focus on wiping out the northern hostiles first, and to do so before the western enemies reach you.



TIP Draug is too slow to be much of a factor when fighting the northern enemies, so leave him to defend the rear instead.

New Recruit: Navarre



Send Marth eastward to regroup with the main force at the start of Turn 3—you don't want to leave him exposed to the encroaching western foes. Navarre is among the northern enemies; look for a chance to have Caeda speak with him so you may turn his blade against the wicked Soothsires.

CAUTION

There's a Hunter up north—don't leave Caeda within range of his bow!



The northern enemies pose little threat to your army, especially once Navarre has been added to your ranks. File your forces into the narrow mountain pass as you press northward, wiping out enemy Fighters and Thieves. Try to keep as

far ahead of the advancing westerners as possible.

Switching Fronts

By the time the northern enemies are all but decimated, the other advancing Soothsires will be upon you—three axe wielding Fighters. Do your best to shift your units around, placing your Cavaliers and Fighters near Draug at the frontline, and retreating more vulnerable units away from the action.



If you dispatched the northern enemies without delay, you shouldn't have much trouble switching fronts and destroying the three inbound Fighters. Heal your wounded afterward and save your progress at the nearby savepoint.

Final Push



The Soothsires have wasted most of their resources on their foiled "pinch" maneuver. Now's the time to finish them off. Advance your forces on the western pair of enemy Hunters. The Hunters pose little threat, so feel free to visit

houses, swap gear, and initiate a special dialogue between Julian and Marth along the way.



A final pair of Fighters stands near the boss, ready to give their lives in his defense. Approach the boss to lure the Fighters toward you, then punish them with ranged attacks until both are defeated.

Armory



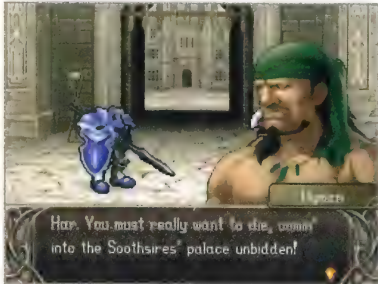
Only the boss remains, but he isn't going anywhere. Save your progress at the remaining savepoint if you like, then take a moment to visit the northwest armory and restock your weapons. Be sure to buy a Hammer or two if you



Armory

Icon	Item	Uses	Price	Description	Weapon Rank	Mt	Hit	Crit	Rng	Wt
	Hammer	20	1,100G	An axe weapon effective against armored units.	Axe C	9	60	0	1	11
	Iron Axe	40	320G	An affordable axe that is easy to wield.	Axe E	7	80	0	1	6
	Iron Bow	40	440G	An affordable bow that is easy to wield.	Bow E	5	100	0	1	4
	Iron Sword	40	400G	An affordable sword that is easy to wield.	Sword E	5	100	0	1	4
	Steel Axe	35	700G	A weighty but more powerful axe.	Axe D	10	70	0	1	10

Boss: Hyman



When you've finished shopping and healing your wounded, mass your troops around the boss, a Level 8 Fighter named Hyman. Armed with a Hand Axe, Hyman poses similar problems as the previous boss from Chapter 2—he'll counter

any attack you throw at him and deal impressive damage with each blow.

Again, start with sturdy units such as Cavaliers, and swipe at Hyman with swords to gain a Weapon Triangle advantage. Skilled swordsmen such as Navarre and Ogma also can deal Hyman great damage, but pay close attention to those

counterattack stats. Remember that it's never wise to attack a powerful enemy such as Hyman if your attacking unit could potentially be defeated in the following Enemy Phase.



Chapter 4—Battle in the Lea

*After a hard battle, Marth's Altean army—for it had grown to be called such—set foot at last in the kingdom of Aurelis. However, joining his might to that of the Aurelians would have to wait. As Marth descended into the vast green lea separating his troops from theirs, he heard a terrible sound—the galloping of enemy destriers, far away at first, then closer...
...Then far too close.*



Enemies (20)

Map #	Name	Level	Amount	Gear
1	Archer	1	2	Steel Bow
2	Bentheon (Cavalier)	5	1	Ridersbane
3	Cavalier	1	1	Armorslayer
4	Cavalier	1	2	Iron Lance
5	Cavalier	1	1	Iron Sword
6	Curate	1	1	Heal
7	Fighter	1	4	Iron Axe
8	Horseman	1	2	Iron Bow
9	Hunter	1	2	Iron Bow
10	Knight	1	1	Iron Lance
11	Matthis (Cavalier)	2	1	Iron Lance
12	Thief	1	1	Iron Sword
13	Thief	3	1	Iron Sword

Loot

Map #	Name	Location
L1	5,000 gold	Village (visit with Marth)
--	Silver Sword	Gained upon chapter completion

New Recruits



Matthis

Class	LV	HP	Mov	Weapon Ranks	Gear
Cavalier	2	20	9	Lance: D; Sword: E	Iron Lance

Str: 5
Mag: 0
Skill: 2
Spd: 6
Lck: 0
Def: 7
Res: 0

Bring Lena with you into this battle and you'll have the chance to steal yet another unit away from your enemies—a young Cavalier by the name of Matthis, who's comfortable enough with a lance to wield a javelin.



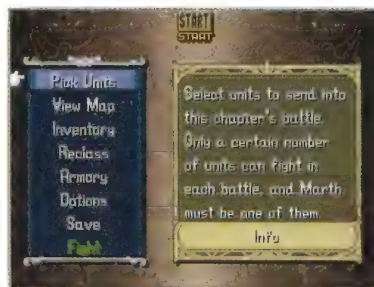
Merric

Class	LV	HP	Mov	Weapon Ranks	Gear
Mage	1	20	6	Tome: D	Excalibur

Str: 0
Mag: 3
Skill: 3
Spd: 6
Lck: 3
Def: 4
Res: 3

Direct Marth toward this battlefield's western village to recruit a young Mage named Merric. Though still a novice, Merric shows much promise—he's already invented one of the most powerful spells ever conceived!

Battle Preparation



Chapter 4 is the first chapter in which you're able to review a number of options that help you prepare for the coming battle. From this point forward, you'll always be able to view and set up your battle prep. Because this is the first time this

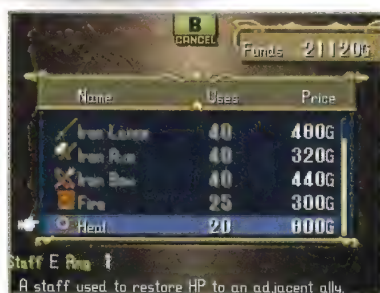
feature is available, we'll walk you through the basics; see the "Stats and Tactics" chapter of this guide for extensive info. It's usually best to view the map first, thereby gaining an idea of what you'll be up against. As you do so, think about which units will serve you best during the conflict—for you're now restricted to a certain number of units to use in each battle.



After reviewing the map and making mental notes, go ahead and pick your units. A default party is already selected for you, but you'll usually want to make a few substitutions (assuming you have units to spare). Marth must participate in every battle, but whoever else you bring is entirely up to you.

Here are a few suggestions on who to bring:

- It's always wise to bring plenty of healers into each battle, so be sure to include both Wrys and Lena. (Lena is also needed to recruit a new unit.)
- Knights, Cavaliers, and Fighters are always sound choices, as each can dish out (and soak up) plenty of damage.
- Fighters are of particular value in this fight, as many enemies are armed with lances, which are bested by axes in the Weapon Triangle. Always consider the Weapon Triangle when picking your units!
- Make sure to bring at least one Fighter that can wield a Hammer—you face a resilient Knight in this battle.



When you're happy with your unit selection, pay a quick visit to the pre-battle armory. Your options are always the same here, and they're also quite limited—but it's nice knowing you'll always be able to equip your units with the basics.

After purchasing needed gear, use the "Inventory" option from the battle prep menu to shift equipment between units and the convoy.

TIP Clearing Chapter 3 earned you plenty of coin, so purchase two Heal staves for Wrys and two more for Lena. You can never have too much healing!

TIP Buy a Fire tome as well, and stash it in your convoy. A new recruit will thank you for it!

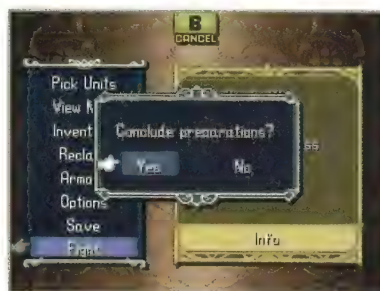
Armory

Icon	Item	Uses	Price	Description	Weapon Rank	Mt	Hit	Crit	Rng	Wt
	Fire	25	300G	Magic used to attack with flames.	Tome E	5	100	0	1-2	1
	Heal	20	800G	A staff used to restore HP to an adjacent ally.	Staff E	--	--	--	1	--
	Iron Axe	40	320G	An affordable axe that is easy to wield.	Axe E	7	80	0	1	6
	Iron Bow	40	440G	An affordable bow that is easy to wield.	Bow E	5	100	0	1	4
	Iron Lance	40	480G	An affordable lance that is easy to wield.	Lance E	6	90	0	1	5
	Iron Sword	40	400G	An affordable sword that is easy to wield.	Sword E	5	100	0	1	4



Now that you've chosen your units and outfitted their gear, view the map one last time and take a moment to reposition your forces. Simply select any unit, then select another to have them swap places. How you set up your troops is entirely

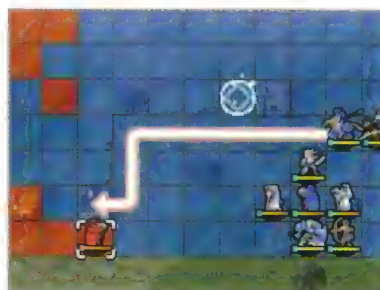
up to you, but as a general rule, it's often best to keep combat-types up front and supporting units in the rear. Marth is the only unit whose starting position cannot be altered.



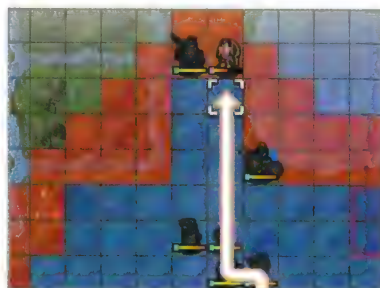
All right, enough prep work! We've covered all the basics, enough to get you started. Save your setup and then press ***START** to begin the battle.

NOTE See the "Stats and Tactics" chapter for additional info regarding more advanced battle prep options, including weapon forging and unit reclassing.

Rush to the Bridge



Once again, Marth finds his army caught between two separate groups of enemies—Macedonians this time. Your first task is easy enough: Eliminate the nearby Thief before he has a chance to cause any mischief.



The surrounding enemies aren't of immediate concern, but this battle will spiral out of control if you leave your forces out in the open like they are. Move northwest instead, aiming to seize the wide stone bridge in the center of the region. It'll take

a few turns to get everyone up there, but securing this bridge within the first few turns will force your enemies to attack you in a more orderly fashion.

TIP When rushing for the bridge, move your slower units first to ensure they move the maximum distance. Try to get everyone onto or across the bridge by the end of Turn 3.

Armory



If the chance permits, have a swift unit pay a visit to the armory south of the bridge to purchase some valuable gear, namely Steel Swords and Steel Lances, which are a cut above similar weapons made of iron.

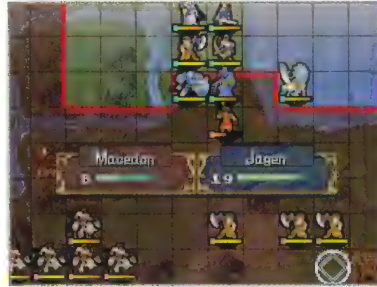
Take stock of your forces and purchase steel weaponry for any units capable of wielding them (a "D" rank in swords or lances is required).

TIP Just because you now have access to steel weapons doesn't mean you should sell off those forged of iron. Steel weaponry inflicts greater damage, but iron arms are easier to wield and more likely to score hits. You'll find it nice having both options to choose from.

Armory

Icon	Item	Uses	Price	Description	Weapon Rank	Mt	Hit	Crit	Rng	Wt
	Hammer	20	1,100G	An axe weapon effective against armored units.	Axe C	9	60	0	1	11
	Iron Bow	40	440G	An affordable bow that is easy to wield.	Bow E	5	100	0	1	4
	Iron Lance	40	480G	An affordable lance that is easy to wield.	Lance E	6	90	0	1	5
	Iron Sword	40	400G	An affordable sword that is easy to wield.	Sword E	5	100	0	1	4
	Steel Lance	35	980G	A weighty but more powerful lance.	Lance D	9	80	0	1	9
	Steel Sword	35	875G	A weighty but more powerful sword.	Sword D	8	90	0	1	8

Holding the Bridge



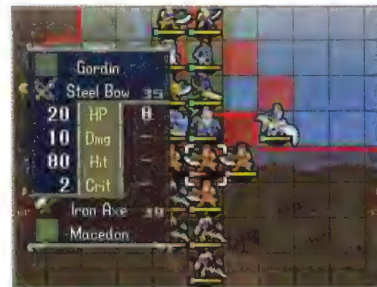
Holding the bridge is fairly easy once everyone's across. Simply leave powerful defenders such as Draug, Jagen, or any Cavalier or Fighter to plug up the bridge's southern end. This prevents enemies from surrounding and swarming,

and limits your foes to just two attacks each turn (as none of the encroaching hostiles are armed with long-range weaponry).

TIP Leave Caeda hovering off to one side, above the water and out of the enemy's attack range. When properly placed, she'll be able to lob javelins at any foes that get too close, without fear of being countered.

CAUTION

One of the enemy Cavaliers carries an Armorslayer sword that's capable of inflicting tremendous damage to Draug. Retreat your Knight when this dangerous enemy nears the front line.



As your front-line brutes hold the bridge, have other units support them with ranged attacks from the next row back. Nearly all of your units should be armed with long-range weaponry by now, so use whomever you like and try to help

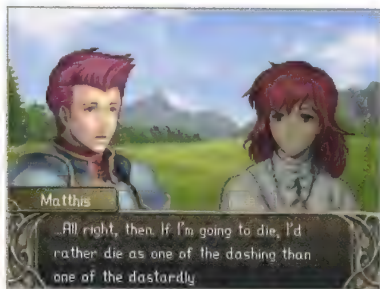
your weaker units rake in a little extra EXP.

TIP Whenever your front-line fighters fall to half health, pull them back for healing and replace them with another suitable defender (anyone with high marks in the Def category).

As your foes crash haplessly against your defenders, you'll be amazed at how easy it is to whittle down such an intimidating force. Don't take any risks; pull back your wounded for healing and continue to stand your ground until the last Macedonian falls.



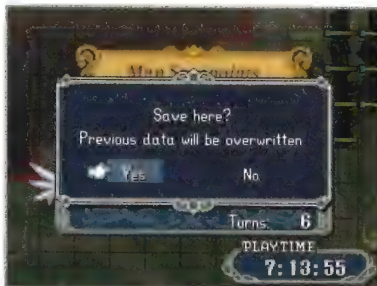
New Recruit: Matthis



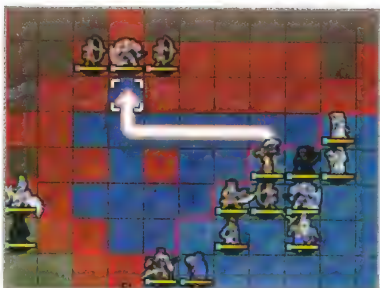
One of the enemy Cavaliers goes by the name of Matthis, and this reluctant warrior can be recruited to your side if you risk advancing Lena to speak with him. Fortunately, Matthis won't move against your defensive line until very

few Macedonians remain. Take the chance and have Lena speak with Matthis to recruit him, then advance your army and crush whatever remains of the enemy aggressors.

You can breathe a sigh of relief once the onslaught has subsided—the worst is over by far. Heal up and visit nearby houses for advice as you begin your march westward, heading toward a save-point. Be sure to mark your progress before continuing onward.



Brief Bridge Battle



Your rivals are using your own trick against you: An enemy Knight blocks a narrow bridge to the west, backed by two Archers. Not to worry, though; if you've brought along a Fighter who can wield a Hammer, you can smash through this

blockade in short order. Advance your Fighter and watch in glee as the Combat Forecast shows an absurdly lethal amount of damage will be dealt to the Knight. Hammer the armored obstacle, then ride your Cavaliers across the bridge to wipe out the Archers.

CAUTION

Don't let Caeda anywhere near the bridge, even after you defeat the Archers; a pair of dangerous Horsemen are poised to race down and shoot arrows at anyone within range.

New Recruit: Merric



While advancing your army northward, have Marth pay a visit to a nearby village to recruit a novice Mage named Merric. The lad is eager to join Marth's forces, and his powerful magic is sure to be of great benefit.

Two Horsemen rush to halt your army's advance across the bridge. These are powerful promoted-class units, but the two of them alone aren't much of a threat. Advance and cut the Horsemen down with close-range attacks, thereby preventing them from reacting with counterstrikes. The Horsemen will dole out big EXP when defeated, so let lower-level units (such as your new recruits) score the felling blows.



Boss: Benthon



Dispatch the defenseless enemy Curate who stands across the river to reduce the Macedonian army down to their final unit: Benthon, the boss enemy. Benthon wields a Ridersbane, which inflicts tremendous damage to Cavaliers and Paladins,

but he can't strike targets with it from range. You know what that means: Gather 'round and pelt Benthon with Javelins, arrows, and Hand Axes until the boss can take no more.

TIP Remember: When a boss can't fight back, you can stretch out the fight as long as you like to spread extra EXP among your units.

Arena Action



Don't hurry to seize the palace after defeating Benthon. Instead, journey eastward to visit a special place called an arena. Here you may send a lone unit to partake in single-combat against an unknown foe—but only if you have enough coin to cover the

fight bet. If your champion wins, you win the bet and double-up, and your unit gains the appropriate amount of EXP for the victory. If you lose, you're out some gold—and a precious unit!



they're excellent ways to gain an edge in *Fire Emblem*. Here are the basic rules:

- Only one of your characters can fight in an arena each turn. If they win the fight, you have the option to have them fight again the same turn.
- There is no Combat Forecast before an arena battle. The fight simply begins as soon as you accept the wager, with each fighter trading blows as in a normal combat.
- Regardless of your unit's currently equipped weapon, they will be equipped with a default weapon when fighting in the arena.
- If things aren't looking good for your fighter, you may press **@** to quit the fight and forfeit the bet. This is a smart decision if you don't want to lose your fighter, for falling in an arena duel is just as fatal as falling in war.

Simple enough, right? Here are some tips that'll help you get the most out of arenas:

- Always save your progress before attempting an arena, and never fight in arenas until after you've cleared the battlefield—losses of HP and units are just as real in arena games as they are in regular combat!
- Avoid fighting more than once per turn, unless your fighter was uninjured during the first bout. Your fighter must be at full health for the best chances of winning.
- Though there's no Combat Forecast in arena duels, you can usually gauge how difficult a fight will be by the wager: The higher the bet, the more challenging the opponent.
- If you visit an arena but decide not to fight because of the high wager (indicating a dangerous adversary), simply quit out and then immediately visit the arena again to receive a different offer. Repeat this until you come up with a wager that seems reasonable.
- The moment an arena battle begins, immediately examine the stats along the top screen's bottom edge. These show crucial info, such as each fighter's HP, damage per attack, chance to hit, and chance of scoring a critical hit (which deals 3x the normal damage). Process this info quickly and you'll be able to determine which fighter has the upper hand, and whether or not your champion has any hope of victory.

- If a fight looks bleak, immediately press **@** to quit out (keep pressing it until the fight ends, just in case). Don't wait until the last second, either, as sometimes it takes a turn before the fight ends. Learn to calculate the odds quickly so you can play it safe and abandon fights you have little chance at winning before it's too late.

TIP Arenas are great ways to get ahead in *Fire Emblem*, so send Caeda to the remaining savepoint to mark your progress and give this one a shot! Spend as long as you like fighting to earn extra gold and EXP, but know your limits and avoid taking unnecessary risks.



Chapter 5—Champions of Aurelis

Trace a line around the continent's northeastern plains, and you have Aurelis. This kingdom alone had somehow resisted Dolhr's attempts to conquer it, but only by some miracle. By the time Marth arrived in Aurelis, much of its territory had already been carved up by Dolhr's ally, Macedon. Still, the king's younger brother, Hardin, refused to give up the fight. The people called him Coyote, and he intended to live up to the name.

Since its founding, Aurelis and the holy kingdom of Archanea shared close ties, and some months ago Princess Nyna of Archanea had come to Hardin's aid. By his side, she had called on the people to fight—but now few remained to answer. Macedon's finest soldiers were closing in. Nyna knew they were out of time...



Enemies (18)

Map #	Name	Level	Amount	Gear
1	Archer	1	4	Steel Bow
2	Cavalier	1	4	Iron Lance
3	Cavalier	3	1	Javelin
4	Curate	1	1	Heal
5	Knight	1	1	Iron Lance
6	Knight	3	1	Steel Lance; Door Key Silver Lance
7	Merach (Knight)	5	1	
8	Pegasus Knight	1	2	Iron Lance
9	Thief	3	2	Iron Sword
10	Wendell (Sage)	1	1	Thunder; Barrier

Reinforcements (12)

Map #	Name	Level	Amount	Gear	Appearance
R1	Cavalier	1	1	Iron Lance	Turns 9-14
R2	Pegasus Knight	3	1	Javelin	Turns 11-16

Loot

Map #	Name	Location
L1	Firestone	Village (visit with Marth)

New Recruits



Hardin

Class	LV	HP	Mov	Weapon Ranks	Gear
Cavalier	6	24	9	Lances: B; Swords: D	Steel Sword

Str: 9
Mag: 0
Skill: 7
Spd: 8
Lck: 3
Def: 8
Res: 1

Leader of the Aurelians' final resistance, brave Cavalier Hardin steels himself for the final battle against the Macedonians at the start of Chapter 5. His troop holds little hope of surviving the coming onslaught, but as luck would have it, Marth's army arrives just in time to come to their aid.



Roshea

Class	LV	HP	Mov	Weapon Ranks	Gear
Cavalier	3	22	9	Lances: D; Swords: E	Iron Lance; Iron Sword

Str: 6
Mag: 0
Skill: 5
Spd: 7
Lck: 4
Def: 7
Res: 0

A well-trained Cavalier under Hardin's command, Roshea makes his stand with his commander, ready to give his life to defend Aurelis. His lance and sword are yours to command from the start of Chapter 5.



Sedgar

Class	LV	HP	Mov	Weapon Ranks	Gear
Horseman	1	20	9	Bows: D; Swords: E	Steel Bow

Str: 6
Mag: 1
Skill: 6
Spd: 7
Lck: 2
Def: 6
Res: 2

Sedgar rides with Hardin, using his skill with a bow to pick off invading Macedonians. As a Horseman, Sedgar pairs the incredible movement of a mounted unit with the long-range attack power of a Hunter. Sedgar is yours to command from the chapter's start.



Vyland

Class	LV	HP	Mov	Weapon Ranks	Gear
Cavalier	1	20	9	Lances: D; Swords: E	Steel Lance

Str: 5
Mag: 0
Skill: 3
Spd: 6
Lck: 2
Def: 7
Res: 0

Vyland is another young Cavalier committed to Aurelis' defense. He rides with Hardin but gladly takes orders from you from the start of Chapter 5.



Wendell

Class	LV	HP	Mov	Weapon Ranks	Gear
Sage	1	22	6	Tome: B; Staff: D	Thunder; Barrier

Str: 3
Mag: 4
Skill: 2
Spd: 12
Lck: 1
Def: 5
Res: 5

A powerful enemy Sage, Wendell wields staff and tome against the forces of Aurelis. However, his exceptional skills can be added to your ranks if you have Marth or Merric speak with Wendell on the field of battle.



Wolf

Class	LV	HP	Mov	Weapon Ranks	Gear
Horseman	3	22	9	Bows: D; Swords: E	Iron Bow; Iron Sword

Str: 6
Mag: 0
Skill: 6
Spd: 8
Lck: 5
Def: 6
Res: 1

Wolf is Hardin's most seasoned Horseman, skilled with both bow and blade. Wolf's talents are yours to draw upon from the start of Chapter 5, so put them to good use while repelling the invading Macedonians.

Battle Prep



You're restricted to bringing just 10 units into this battle, but not to worry: Hardin and his four comrades fall under your command at the start of the first turn. This still promises to be a tough fight, however, so be sure to bring Lena and

Wrys to heal your wounded. Here are some other suggestions:

- Bring Merric—he needs the EXP, and his powerful magic will surely be of use.
- Enlist the talents of axe wielding Fighters, as many enemies carry lances in this fight. Counterbalance their slow movement speed with a few Cavaliers.
- Enemy Knights are about, so make sure one of your Fighters can wield a Hammer.

TIP Buy a Fire tome for Merric if you didn't before. While his Excalibur spell is extremely powerful, you don't want to use it all up. Purchase a second Fire tome for a soon-to-be recruited spellcaster.

Hardin's Plight



Just as things couldn't look worse for Aurelis' last line of defense, Hardin spies Prince Marth's army advancing from the east. With renewed hope, the brave Cavalier rallies his troops to join with the Altean prince and turn the tide.

A mountain range divides Marth's and Hardin's forces, so each will need to stand on their own at first. Call up the enemy's collective attack range and shuffle Hardin's forces northward, lining them up to choke off the narrow mountain pass. Place Cavaliers up front and leave Horsemen in back as support.



TIP Though Hardin's forces have no healers, you can retreat wounded units back to the southern forts for steady HP recovery.



Now advance Marth's army northward, across the river. Leave no one within the enemy's attack range.

The enemy advances in force during their half of the turn, placing Archers in range of Hardin's band and charging Cavaliers toward Marth's. Have Marth's party wipe out the encroaching Cavaliers with calculated ranged attacks, whittling them down and negating their counters.



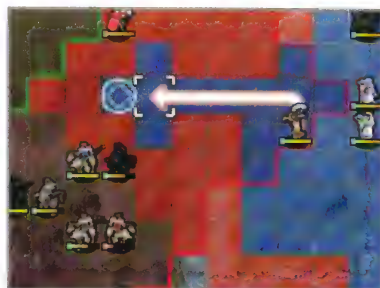
CAUTION

Two western Thieves will rush to destroy the northern village. Rush Marth to the village before the Thieves arrive or send one of Marth's swifter units (Jagen, a Cavalier, or Caeda) northward to intercept them.



Advance Hardin's troops out of the mountain pass, taking the fight to the approaching enemies. Have Hardin and his Cavaliers unleash close-range attacks to deal heavy damage to each Archer without fear of being countered, then use

Meeting in the Middle



ranged attacks from Horsemen to finish off the wounded.

When you have the chance, send Marth to the northern village to learn gossip of dragonkin creatures known as Manaketes. The villager also hands Marth a valuable item called a Firestone, which will come in handy in the future.



CAUTION

After visiting the village, Marth will fall under attack during the Enemy Phase by the Pegasus Knight in the northeast corner of the region. Make sure to send a few bodyguards to the village along with Marth.

New Recruit: Wendell



Visiting the village attracts the attention of the few remaining north-eastern hostiles. One of these is a powerful Sage named Wendell. Have Marth or Merric speak with Wendell to recruit him and gain the use of his powerful magic.



NOTE Sages like Wendell are a promoted class that own absolute mastery over all magic. They can support comrades with staves and inflict damage with tomes.



An armory stands just east of the village. Pay the shop a visit to purchase needed supplies. Of particular interest are Javelins and Hand Axes, which you're likely needing to replace by now. Steel Bows are also available for your Archers, Hunters, and newfound Horsemen. Take stock and stock up!

Armory

Icon	Item	Uses	Price	Description	Weapon Rank	Mr	Hit	Crit	Rng	Wt
	Hand Axe	30	540G	A throwing axe used to attack enemies indirectly.	Axe D	8	60	0	1-2	8
	Iron Bow	40	440G	An affordable bow that is easy to wield.	Bow E	5	100	0	1	4
	Iron Lance	40	480G	An affordable lance that is easy to wield.	Lance E	6	90	0	1	5
	Iron Sword	40	400G	An affordable sword that is easy to wield.	Sword E	5	100	0	1	4
	Javelin	30	750G	A throwing spear used to attack enemies indirectly.	Lance D	7	70	0	1-2	7
	Steel Bow	35	770G	A weighty but more powerful bow.	Bow D	8	80	0	2	8
	Steel Lance	35	980G	A weighty but more powerful lance.	Lance D	9	80	0	1	9
	Steel Sword	35	875G	A weighty but more powerful sword.	Sword D	8	90	0	1	8

Reclaiming the Castle



The momentum's in your favor now; a handful of hostiles are all that stand between you and victory. Lure them toward your army, allowing your Hammer wielding Fighter and other powerful warriors to decimate the Knights. Shoot the Pegasus Knight from the sky with arrows and cut down the defenseless Curate however you choose.

CAUTION

Starting at Turn 9, reinforcements will arrive from the enemy forts. Check the map and Reinforcements table for details.

Boss: Merach

Merach is another boss that lacks the ability to counter long-range attacks. Take full advantage and pelt Merach from afar, wearing him down and spreading EXP among your forces.



TIP For even more EXP, hang around and dispatch enemy reinforcements before seizing the castle.



Chapter 6—Fire Emblem

After shattering Macedon's main force outside Aurelis Castle, Marth next led his army into the castle's halls to liberate the kingdom. A number of treasures slept in Aurelis Castle's nooks and corners, but how to extract them before they could fall into enemy hands? "Only a Thief could open chests locked that tight," grumbled one of Marth's men. "But we don't have any Thieves with us.

...Do we?"




Enemies (25)

Map #	Name	Level	Amount	Gear
1	Archer	1	5	Steel Bow
2	Archer	3	2	Steel Bow
3	Cavalier	3	1	Iron Lance
4	Cavalier	3	1	Silver Lance; Master Key
5	Curate	1	1	Heal
6	Curate	5	1	Mend
7	Emerus (General)	1	1	Silver Lance; Master Key
8	Knight	3	4	Iron Lance
9	Knight	3	2	Steel Lance
10	Mage	1	1	Thunder
11	Mage	3	1	Fire
12	Rickard (Thief)	1	1	Iron Sword
13	Thief	3	4	Iron Sword

Loot

Map #	Name	Location
L1	Armorslayer	Chest
L2	Bullion (S)	Chest
L3	Killing Edge	Chest
L4	Physic	Chest
L5	Seraph Robe	Chest
--	Fire Emblem	Given upon chapter completion

New Recruits



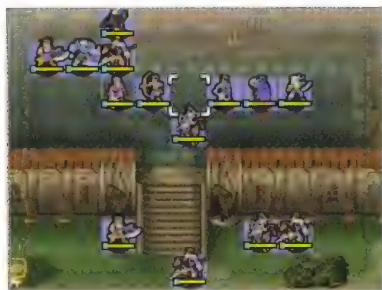
Rickard

Class	LV	HP	Mov	Weapon	Ranks	Gear
Thief	1	16	7	Swords: E		Iron Sword

Str: 4 **Mag:** 0 **Skill:** 2 **Spd:** 9 **Lck:** 0 **Def:** 3 **Res:** 0

An enemy Thief by the name of Rickard can be recruited in this chapter should Marth or Julian speak with him. If you've lost Julian since Chapter 3, be sure to recruit Rickard here—Thieves are of tremendous value when locked doors and treasure chests are about.

Battle Prep



Treasure chests abound inside this castle, so definitely bring Julian if he is still with you. Don't worry if Julian's not with you; Marth can recruit another Thief named Rickard during this chapter. (You'll need a Door Key or Master Key to

reach Rickard, but you should have a Door Key if you defeated all the Knights in the previous battle.)

Here are some additional tips:

- This castle is full of tight corridors, allowing high-Def units like Jagen, Draug, and Cavaliers to block the enemy's advance.
- The castle is also full of enemy Knights. Be sure to bring Fighters who can wield Hammers.
- Lena, Wrys, and Wendell are all helpful, as each can heal your party members. You'll need to purchase a Heal staff for Wendell, though. Consider buying him two, along with a Fire tome.
- Place slower units such as Fighters and Draug near the front line, magic users and indirect attackers in the middle, and swifter mounted units in the rear.

Secret Chapter Alert!

If you wish to visit a special chapter (Chapter 6x) after this battle, you must have 15 or fewer units under your command by the end of Chapter 6. The main reason to visit Chapter 6x is to recruit a powerful Level 10 Myrmidon named Athena.



Depending on how well you've fared in previous battles, you may need to sacrifice several units during this stage to visit Chapter 6x. Simply count up your units during the battle prep, and if you have more than 15, decide which ones you wish to sacrifice and include them in your army. It's best to sacrifice inexperienced units—anyone you haven't used much. Avoid sacrificing high-level or promoted units, magic users, and of course, Princess Caeda.

New Recruit: Rickard



Rickard is trapped in a cell just inside the castle. Open the door with a Door Key, or simply have Julian pick its lock. Then send Marth or Julian inside to speak with Rickard and add him to your ranks.

NOTE You don't really need two Thieves in your band, particularly if you're looking to visit Chapter 6x, in which case space is limited. If you've already got Julian, consider leaving Rickard to his fate.

Armory



An armory stands just outside the castle's entrance, at the rear of your army. This place has just about everything, so stop by if you wish to pick up some gear.

Armory

Icon	Item	Uses	Price	Description	Weapon Rank	Mt	Hit	Crit	Rng	Wt
	Hammer	20	1,100G	An axe weapon effective against armored units.	Axe C	9	60	0	1	11
	Iron Bow	40	440G	An affordable bow that is easy to wield.	Bow E	5	100	0	1	4
	Iron Lance	40	480G	An affordable lance that is easy to wield.	Lance E	6	90	0	1	5
	Iron Sword	40	400G	An affordable sword that is easy to wield.	Sword E	5	100	0	1	4
	Javelin	30	750G	A throwing spear used to attack enemies indirectly.	Lance D	7	70	0	1-2	7
	Steel Axe	35	700G	A weighty but more powerful axe.	Axe D	10	70	0	1	10
	Steel Lance	35	980G	A weighty but more powerful lance.	Lance D	9	80	0	1	9
	Steel Sword	35	875G	A weighty but more powerful sword.	Sword D	8	90	0	1	8

Storming the Castle

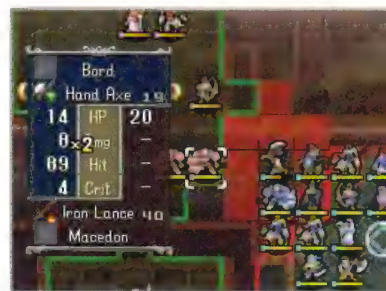
Be quick to advance your forces into the castle; the enemy Thieves here will steal loot from treasure chests, then try to flee through the northeast passage. You must rush to secure that passage before the Thieves can escape with your loot, so be aggressive.



NOTE Once defeated, an enemy Thief drops all stolen items he was carrying. Dispatch Thieves to reclaim their ill-gotten loot.



Two Knights and a Mage advance to meet your forces as they filter into the hall. Smash the nearest Knight with a Hammer to clear the way forward, then mass your forces at the edge of the enemy's attack range, preparing to storm the northern chamber on Turn 3.



You've got to reach that northern Thief before he flees with the northern chest's contents.

TIP If you intend to visit Chapter 6x, feel free to take risks with characters you mean to sacrifice, advancing them farther than you'd normally feel comfortable.

Treasure Hunting



The northern Thief will swipe the northern chest's contents during the Enemy Phase of Turn 3, but he still has to flee through the northeast passage to make good his escape. You shouldn't have much trouble running the Thief down with

any Cavalier unit—make sure to do so if you want to obtain that Killing Edge sword.

TIP In a pinch, use Lena's Warp staff to transport a powerful unit such as Draug over to the northeast escape route, sealing off the Thieves' path.



The enemy Thieves have no place to run after you take the northern chamber. Cut down each Thief to collect all the loot they've stolen, then distribute the items to units that can get the most use out of them.

Sacrificial Lambs



The rest of this battle is largely routine. Save your progress at a savepoint en route to the throne room, wiping out the lingering defenders you encounter along the way. If you've still got units that you intend to sacrifice so you may visit Chapter 6x,

advance them ahead of your main force, giving your enemies the chance to cut them down.

Boss: Emereus

This chapter's boss enemy is a powerful General—the promoted version of a Knight. And like a Knight, Emereus is highly vulnerable to Hammers. Emereus can't strike distant enemies either, so have your way with him, wounding with long-range attacks to milk lots of EXP.



NOTE Remember: You can't have more than 15 units in your army if you wish to explore the optional Chapter 6x. If you've still got 16 or more, allow Emereus to dispatch any extras for you before finishing off the boss.

Chapter 6x—In War's Grip


Not long after Marth's army freed the kingdom of Aurelis, messengers arrived from a western village to plead for the prince's help. Pirates had struck the war-torn village at its weakest and abducted its children. Marth could not ignore such an injustice and rode with his army to the rescue...

Enemies (18)

Map #	Name	Level	Amount	Gear
1	Archer	1	1	Iron Bow
2	Archer	1	1	Steel Bow
3	Archer	3	1	Iron Bow
4	Archer	3	1	Steel Bow
5	Bathys (Pirate)	10	1	Steel Axe
6	Mage	1	1	Thunder
7	Mage	3	1	Fire
8	Mercenary	1	2	Armorslayer
9	Mercenary	5	2	Iron Sword
10	Pirate	3	3	Iron Axe
11	Pirate	3	2	Hand Axe
12	Pirate	3	2	Steel Axe



New Recruits



Athena

Class	LV	HP	Mov	Weapon	Ranks	Gear
Myrmidon	10	25	7	Swords: C		Iron Sword

Str: 9 **Mag:** 0 **Skill:** 12 **Spd:** 13 **Lck:** 6 **Def:** 7 **Res:** 0

Athena is an inveterate Myrmidon with exceptional speed, skill, and swordplay training. You likely made some heavy sacrifices to reach this special chapter; be sure to have Marth pay a visit to the village here in Chapter 6x to recruit Athena and make up for your losses.

NOTE

Chapter 6x is a special chapter that can be visited only if you have 15 or fewer units in your army by the end of Chapter 6. The main reason to come here is to recruit Athena, a powerful Myrmidon.

Battle Prep



You can only bring 12 characters into this battle, so you must choose wisely. Here are some ways to maximize your army:

- Bring Wendell and one other healer (either Lena or Wrys), but don't bring all three. This gives you access to plenty of healing, plus Wendell's offensive magic.
- Make sure to outfit the magic users you do bring with the best staves and tomes at your disposal.
- Bring your best Fighters, Cavaliers, and other mounted units, and give them the best weaponry you've got. Employing inexperienced defenders is unwise when your army is limited.
- That said, feel free to include inexperienced long-range attackers, such as low-level Archers, Hunters, Horsemen, and Mages. These valuable units can safely earn much-needed EXP if you hold them behind your defensive line and exploit their indirect attacks.
- Dump any special swords you might have into your convoy; the character you recruit in this chapter is quite skilled with a blade, but doesn't own a particularly fancy one.

Resisting the Ruffians



Your first order of business in this mission is to plug up the nearby mountain pass with defenders. Call up the enemy's attack range and then advance your army, keeping units with high marks in Def toward the front.



There's no need to rush things here, so simply form a wall in the pass with your best defenders, holding up for the next few turns and letting the ruffians come to you. Support your front line with indirect attacks from the back row.

March your army westward when the enemies stop advancing, heading for the northwestern village. Keep away from the Archer on the central isle as you go; you can't reach him yet because of the river.



Mass your forces near the northern bridge, keeping just out of the enemy's reach. Wait for a fresh turn and then charge across the bridge, assaulting the ruffians near the village. Take out the vulnerable Mage first, then go after the Mercenary and nearest Pirate. Strike from afar whenever possible to negate any chance of being countered.

New Recruit: Athena

Bring Marth to the village to meet an awesome Myrmidon by the name of Athena. Besides the extra EXP, recruiting this seasoned sword wielder is the main reason to visit this special chapter. Outfit her with a decent sword and you'll be amazed at the havoc she can wreak.



To the Castle

With Athena added to your forces, gear up for the final southward push. View your enemy's attack range and mass your forces at the perimeter, leaving a few stalwart defensive units (but not Draug!) just within the danger zone to draw out the southern Archer and Mercenary.



CAUTION

The southern Mercenary wields an Armorslayer, which deals tremendous damage to armored units such as Draug. Keep your Knight safe behind the front line until this Mercenary has been dealt with.

With the Archer and Mercenary out of the picture, send a speedy Cavalier to dispatch the nearby Mage. File the rest of your forces across the bridge afterward; the enemy has only a few Archers left. Wipe them out and then descend on the boss.



TIP Don't forget to best the Archer you dodged before, stationed at the central isle. Every ounce of EXP helps!

Boss: Bathys



Ready for another breezy boss fight? Bathys has no ranged attacks, so gather your troops and have fun tossing all sorts of sharp, pointy things at him. Milk every last ounce of EXP out of Bathys before dealing him the final blow.



Chapter 7—Lefcandith Gauntlet

Aurelis was free, but Marth and his army—now known as the Archanean League—still had much work ahead of them. They followed the middleroad south, bound for Archanea Palace—a perilous route, for it took them right into Lefcandith Valley and the jaws of trouble. The countless fortresses lining the valley made it a veritable gauntlet, and compounding the danger was the presence of the Whitewings, a knightly order led by Princess Minerva of Macedon. 'Twould be a fierce battle...



Enemies (16)

Map #	Name	Level	Amount	Gear
1	Archer	3	1	Longbow
2	Archer	3	1	Steel Bow
3	Catria (Pegasus Knight)	5	1	Killer Lance
4	Curate	1	1	Heal
5	Dracoknight	2	1	Iron Lance
6	Est (Pegasus Knight)	3	1	Ridersbane
7	Harmein (General)	3	1	Silver Lance; Silver Axe
8	Knight	3	2	Javelin
9	Mercenary	3	1	Iron Sword
10	Mercenary	5	1	Steel Sword
11	Minerva (Dracoknight)	1	1	Hauteclere
12	Palla (Pegasus Knight)	8	1	Silver Lance
13	Pegasus Knight	1	1	Iron Lance
14	Pegasus Knight	3	1	Iron Lance
15	Thief	3	1	Iron Sword; Door Key

Reinforcements (24)

Map #	Name	Level	Amount	Gear	Appearance
R1	Cavalier	3	1	Iron Lance	Triggered (will appear for 2 turns; can be triggered to appear up to 3 times)
R2	Cavalier	3	1	Javelin	Triggered (will appear for 2 turns; can be triggered to appear up to 3 times)
R3	Cavalier	3	1	Ridersbane	Triggered (will appear for 2 turns; can be triggered to appear up to 3 times)
R4	Cavalier	3	1	Steel Sword	Triggered (will appear for 2 turns; can be triggered to appear up to 3 times)

New Recruits

Bantu



Class	LV	HP	Mov	Weapon	Ranks	Gear
Manakete	1	20	6	None	None	None

Str: 2
Mag: 0
Skill: 3
Spd: 4
Lck: 1
Def: 3
Res: 1

Fight your way to the region's village so Marth may speak with Bantu, a deceptively powerful Manakete who can transform into an ancient dragon through the use of a Dragonstone.

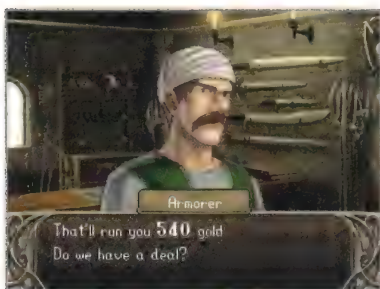
Battle Prep

The usual suspects apply to this battle: Healers, Fighters, and Cavaliers. A few additional pointers:



- The enemy has numerous fliers this time, so include a few arrow-shooters to knock them from the sky.
- Save a Door Key and bring a Thief to help you open the door to the village.
- Non-mounted defenders (such as Fighters and Draug) will come in handy later in the battle.
- The boss enemy is heavily armored, so bring Mages and Fighters with Hammers to help crack his shell.

Armory



Your first move here is obvious: Send Marth to the nearby armory and stock up on steel weaponry (particularly Steel Bows for your marksmen) and Hand Axes if you like.

Armory

Icon	Item	Uses	Price	Description	Weapon	Mt	Hit	Crit	Rng	WI
	Hand Axe	30	540G	A throwing axe used to attack enemies indirectly.	Axe D	8	60	0	1-2	8
	Iron Bow	40	440G	An affordable bow that is easy to wield.	Bow E	5	100	0	1	4
	Iron Lance	40	480G	An affordable lance that is easy to wield.	Lance E	6	90	0	1	5
	Iron Sword	40	400G	An affordable sword that is easy to wield.	Sword E	5	100	0	1	4
	Steel Bow	35	770G	A weighty but more powerful bow.	Bow D	8	80	0	2	8
	Steel Sword	35	875G	A weighty but more powerful sword.	Sword D	8	90	0	1	8

Waiting Game

Resist the urge to advance your army at first; mass them together instead and allow the enemy fliers to come to you. On your second turn, advance just a bit, lining your units up at the edge of the enemy's attack range. Place your bow-wielding units in the front row.



The fliers continue their advance during the Enemy Phase of Turn 2, placing Princess Minerva and several other fliers within range of your arrows. Target Minerva first, defeating the powerful princess to force her withdrawal.

Forced Retreat



As luck would have it, the most heavily armed hostiles in this battle serve under Princess Minerva, not Grust. Seeing their leader withdraw from the battlefield, Palla, Catria, and Est decide to flee also. That's three less fliers to worry about!



Your immediate threats have now been reduced to two Pegasus Knights, a Dracoknight, and a Thief. Advance and wipe out these four hostiles, retreat your weaker units if you can't dispatch all four during this turn.

CAUTION

Don't advance any units beyond the southern savepoint. Doing so triggers the appearance of powerful reinforcements.

Securing the Village

Haul your army eastward after defeating the enemy fliers, preparing to move on the nearby village. Have a Thief open the door on the way to the village (or snatch a Door Key or Master Key from your convoy and use that), then advance a powerful lance wielding unit such as Draug and thrash the Archer that stands on the other side.



CAUTION

Two enemy Mercenaries near the village will advance on whichever unit you send against the Archer, so pick someone tough. Arm that unit with a lance to give them a Weapon Triangle advantage over the Mercenaries.

New Recruit: Bantu



Slay the Mercenaries, then send Marth to the village to recruit a powerful new character named Bantu. This ancient Manakete may not look like much, but he's a force to be reckoned with once paired with a suitable Dragonstone.

Hand Bantu the Firestone given to Marth by the villagers back in Chapter 5.

CAUTION

Keep Bantu far away from combat if you didn't claim the Firestone during Chapter 5. Without the power to shape shift, Bantu is little more than a defenseless old man.

Bait and Squish



Save your progress as you leave the village, then begin massing your forces near the region's central savepoint. Form a defensive front line near the savepoint, then advance a single unit two squares south of it.

Crossing the savepoint triggers the arrival of dangerous enemy reinforcements during the Enemy Phase: Four Cavaliers appear, one from each of the four southern forts. The Cavaliers all carry different weapons, the worst of which are a Ridersbane and a Javelin. Retreat your "lure" unit back into the fold of your main army and line up for defense.



The Cavaliers advance in force, but only the closest one (armed with a Steel Sword) can reach your frontline at first. Another wave of reinforcements appears from the forts, but don't worry; no other Cavaliers will appear... Until you cross the savepoint again, that is!



NOTE

Three waves of eight Cavaliers (two from each fort) will emerge in all.



Finish off the Cavalier who was able to advance and strike, then examine his encroaching comrades. One of them is armed with a Ridersbane, so don't leave your mounted units exposed. Retreat all horse riders out of harm's way and

reinforce your front line with other defensive units, such as Fighters and Draug.

TIP

Equip your front-line units with Hand Axes and Javelins so they can counter the Javelin wielding Cavaliers when they attack from afar.



Stand your ground and repel all eight enemy Cavaliers. Heal your units afterward, and then send another decoy across the savepoint to lure out the next batch of reinforcements—the same eight Cavaliers you just faced. Repel these forces and

repeat this tactic a third time to finally exhaust the enemy's Cavalier backup, bestowing massive amounts of EXP to your army in the process.

Final Push



With all reinforcements defeated, the time has come to charge the southern castle. Only two Knights and a Curate are left to defend the enemy boss—laughable compared to the 24 Cavaliers you've just annihilated. March forth and crush the lingering resistance, then turn your attention to the boss.

Boss: Harmein



deal damage, so don't bother attacking if no harm can come of it. Use Hammers, magic, and Bantu's Firestone to defeat Harmein with speed.

All right—another boss with no ranged attacks! Unfortunately, Harmein's heavy armor will likely make it impossible for most of your units to score hits or inflict any damage with their indirect attacks. Units can't win EXP if they don't



Chapter 8—Port Warren

The League had reached Archanean soil, so Marth gave them leave to recuperate in Port Warren, a harbor town known for commerce. Coin alone kept the town free: they paid Dolhr dearly in taxes to preserve their autonomy. Naturally, then, theirs was a warm welcome when the Archanean League arrived. Marth's soldiers were glad to rest there, nestled between mountain and sea, but their joy was spoiled by news that the enemy was fast approaching—as harsh an awakening as a rock beneath the pillow.

Enemies (19)

Map #	Name	Level	Amount	Gear
1	Archer	3	2	Iron Bow
2	Archer	5	2	Steel Bow
3	Cavalier	3	6	Steel Sword
4	Horseman	3	4	Iron Bow
5	Kannival (Knight)	10	1	Silver Lance, Levin Sword
6	Knight	3	3	Iron Lance
7	Roger (Knight)	5	1	Iron Lance



Reinforcements (30)

Map #	Name	Level	Amount	Gear	Appearance
R1	Cavalier	3	2	Steel Sword	Triggered (will appear for 2 turns; can be triggered to appear up to 3 times)
R2	Horseman	3	1	Steel Bow	Triggered (will appear for 2 turns; can be triggered to appear up to 3 times)
R3	Knight	3	2	Iron Lance	Triggered (will appear for 2 turns; can be triggered to appear up to 3 times)

New Recruits



Caesar

Class	LV	HP	Mov	Weapon Ranks	Gear
Mercenary	3	20	7	Swords: D	Steel Sword

Str: 5
Mag: 0
Skill: 8
Spd: 12
Lck: 6
Def: 7
Res: 0

Caesar is a proud Archanean Mercenary who pledges loyalty to Prince Marth at the start of Chapter 8. His exceptional speed with a blade often enables Caesar to strike twice in combat.



Radd

Class	LV	HP	Mov	Weapon Ranks	Gear
Myrmidon	1	18	7	Swords: D	Iron Sword

Str: 4
Mag: 0
Skill: 8
Spd: 10
Lck: 1
Def: 6
Res: 0

A young but promising Myrmidon, Radd adds his limited skill with a sword to Marth's army at the battle's outset. His inexperience means Radd must be shielded from dangerous adversaries.



Roger

Class	LV	HP	Mov	Weapon Ranks	Gear
Knight	5	22	5	Lances: D	Iron Lance

Str: 7
Mag: 0
Skill: 3
Spd: 5
Lck: 2
Def: 13
Res: 0

A burly enemy Knight, Roger has seen his fair share of combat. His thick armor would certainly be a welcome addition to Marth's army, so have Caeda speak with Roger during this chapter to add him to your ranks.

Battle Prep

You'll be playing a lot of defense during this chapter, so bring your best healers and defenders. A few other tips:

- Hammers and magic will help you penetrate enemy armor. Include your best Fighters and Mages to counter the opposing Knights.
- Healers are a must. Bring Wendell, Wrys, and Lena, and make sure they've got plenty of healing magic.
- Though the enemy has many bow wielding units, you must risk bringing Caeda if you wish to recruit Roger, an experienced enemy Knight.



Port Purchases

A collection of armories and vendor shops sit huddled next to each other at the port's southern peninsula. The shops offer a host of special goods, including new magic and powerful weaponry forged of silver. Have Marth or your new recruits break off from the main army to do a little shopping.



Some items, like the Rapier and Wing Spear, can only be used by certain characters. Shops carry a limited stock of these specialty items—buy while supplies last!



An arena stands near the harbor shops. If you're low on coin, send your best gladiator to the arena (along with a supporting healer) and participate in duels to win cash for those expensive purchases.

Just remember to press **Ⓢ** and yield from combat if things aren't going your way!

Armory A (NW)

Icon	Item	Uses	Price	Description	Weapon Rank	Mt	Hit	Crit	Rng	Wt
	Iron Bow	40	440G	An affordable bow that is easy to wield.	Bow E	5	100	0	1	4
	Iron Sword	40	400G	An affordable sword that is easy to wield.	Sword E	5	100	0	1	4
	Rapier	28	1,120G	Strong against cavalry/armored units. For Marth.	Sword E	5	100	10	1	4
	Silver Sword	20	2,000G	A sword whose mighty blows offset its steep price.	Sword B	12	100	0	1	5
	Steel Sword	35	875G	A weighty but more powerful sword.	Sword D	8	90	0	1	8

Armory B (NE)

Icon	Item	Uses	Price	Description	Weapon Rank	Mt	Hit	Crit	Rng	Wt
	Iron Lance	40	480G	An affordable lance that is easy to wield.	Lance E	6	90	0	1	5
	Javelin	30	750G	A throwing spear used to attack enemies indirectly.	Lance D	7	70	0	1-2	7
	Silver Lance	20	2,220G	A lance whose mighty blows offset its steep price.	Lance B	13	90	0	1	6
	Steel Lance	35	980G	A weighty but more powerful lance.	Lance D	9	80	0	1	9
	Wing Spear	28	1,120G	Strong against cavalry/armored units. For Caeda.	Lance E	8	90	10	1	4

Armory C (SE)

Icon	Item	Uses	Price	Description	Weapon Rank	Mt	Hit	Crit	Rng	Wt
	Hand Axe	30	540G	A throwing axe used to attack enemies indirectly.	Axe D	8	60	0	1-2	8
	Iron Axe	40	320G	An affordable axe that is easy to wield.	Axe E	7	80	0	1	6
	Iron Bow	40	440G	An affordable bow that is easy to wield.	Bow E	5	100	0	1	4
	Steel Axe	35	700G	A weighty but more powerful axe.	Axe D	10	70	0	1	10
	Steel Bow	35	770G	A weighty but more powerful bow.	Bow D	8	80	0	2	8

Vendor A (N)

Icon	Item	Uses	Price	Description	Weapon Rank	Mt	Hit	Crit	Rng	Wt
	Blizzard	23	690G	Potent magic used to attack with ice.	Tome D	7	80	5	1-2	2
	Fire	25	300G	Magic used to attack with flames.	Tome E	5	100	0	1-2	1
	Thunder	21	420G	Magic used to attack with lightning.	Tome E	6	90	0	1-2	2

Vendor B (S)

Icon	Item	Uses	Price	Description	Weapon Rank	Mt	Hit	Crit	Rng	Wt
	Door Key	1	500G	A key used to open a door.	--	--	--	--	--	--
	Heal	20	800G	A staff used to restore HP to an adjacent ally.	Staff E	--	--	--	1	--
	Vulnerary	3	360G	Medicine that restores HP.	--	--	--	--	--	--

Plugging Up the Pass



your army northward on your first turn, forming a defensive wall at the narrow between the houses and savepoint during Turn 2.

TIP As always, consider the **Weapon Triangle** and outfit your defenders with arms that will be most effective at countering the inbound foes.

Taking a defensive position within a narrow mountain pass is your best chance for outlasting your rivals here. You could simply wait near the starting point, but advancing toward the central narrow speeds things up a bit. Move

Grust's Cavaliers will be the first to smash into your defensive line, followed by Knights and Archers from the east. Counter with ranged attacks from the back row each turn and retreat your wounded defenders for healing when they fall to half HP, replacing them with others.



New Recruit: Roger



Be on the lookout for Roger, an enemy Knight who can be recruited if Caeda speaks with him. Try to wipe out all nearby enemy Archers before advancing Caeda—their bows are extremely dangerous to her.

Securing the Forts



After fending off the initial attackers, call up the enemy's attack range and carefully advance your forces toward the two northern passes, sealing off both with a pair of defensive lines. This draws the remaining enemies guarding the

forts toward your army, causing them to crash against your superior mettle.

TIP The Knights and Archers are more eager to advance than the Cavaliers and Horsemen. Try to lure them in first, drawing in the mounted hostiles afterward.

CAUTION

Don't advance too far toward the forts; doing so triggers the appearance of enemy reinforcements.

Fort Reinforcements



Approaching either set of enemy forts triggers the arrival of heavy reinforcements: Two Knights will emerge from the forts in the central pass, while two Cavaliers and a Horseman will materialize from the forts in the northwest corner. Keep

your defensive walls in place and advance a single unit toward each set of forts to draw these enemies out just as you did in the previous chapter.



Retreat your "lure" unit back to the fold and have your defenders stand tall against the inbound foes. Advance another unit as bait when the reinforcements stop coming to draw out the next batch, and repeat this procedure until all enemy reinforce-

ments have been eliminated, gaining loads of extra EXP in the process.

TIP If you'd rather not battle the reinforcements, simply charge toward the boss and wipe him out without advancing on the northern forts. The reinforcements will appear once you cross the bridge near the boss, however, so you'll need to dispatch the boss quickly if you don't want to fight them.

Boss: Kannival



Kannival isn't happy to see the Altean League descend upon his castle, and with good reason: Though heavily armored and lethal at close range, this boss has no means of dealing with long-range assaults. Punish him freely with magic

and ranged attacks until the wicked Knight finally falls.

NOTE The Levin Sword you acquire from Kannival allows its wielder to strike from afar, which no swordsman of yours has been able to do up to this point. The blade also deals magical damage, causing it to bypass the opponent's Def rating. Equip your best sword wielder with the Levin Sword and bring that unit into every battle from this point forward.



Chapter 9—Pyrathi Dragon

Grust had caught the League unawares, forcing them to flee to Pyrathi. But the kingdom of Pyrathi seldom made contact with the outside world, and their king, Mannu, was wroth when he heard of the League's unexpected visit. There were whispers Mannu was a dragonkin—rumors soon to be proven true.

Enemies (18)

Map #	Name	Level	Amount	Gear
1	Curate	3	1	Heal
2	Hunter	3	4	Steel Bow
3	Hunter	5	1	Steel Bow
4	Mage	3	1	Blizzard
5	Mannu (Manakete)	3	1	Firestone, Door Key
6	Pirate	3	3	Hand Axe
7	Pirate	3	2	Iron Axe
8	Pirate	3	1	Steel Axe
9	Pirate	5	1	Devil Axe
10	Pirate	5	1	Steel Axe
11	Thief	3	2	Iron Sword



Reinforcements (15)

Map #	Name	Level	Amount	Gear	Appearance
R1	Pirate	3	1	Hammer	Turns 5, 7 and 9
R2	Pirate	3	2	Hand Axe	Turns 5, 7 and 9
R3	Pirate	3	2	Steel Axe	Turns 5, 7 and 9

Loot

Map #	Name	Location
L1	Bullion (M)	Chest
L2	Goddess Icon	Chest
L3	Wyrmslayer	Chest

New Recruits



George

Class	LV	HP	Mov	Weapon Ranks	Gear
Sniper	1	24	7	Bow: B	Silver Bow, Steel Bow

Str: 7
Mag: 1
Skill: 10
Spd: 12
Lck: 4
Def: 8
Res: 3

Prevent enemy Thieves from ruining the region's northeast village, then send Marth there to speak with a gifted Sniper by the name of George. Snipers are promoted versions of Archers, and you'll be glad to have George's talents at your disposal.

Battle Prep

You'll be standing tall against waves of enemies during this battle, so make sure to bring plenty of burly defenders, indirect support, and healers. Some other suggestions:

- Most enemies swing axes in this battle, so bring lots of sword wielding units to gain a Weapon Triangle advantage.
- You can mass a large army for this battle, so bring all three of your healers (Lena, Wrys, and Wendell).
- Take a Thief along with you to open locked doors and chests. If you don't have one, equip a swift character with Door Keys and Master Keys, and treat that unit as your Thief instead.
- Bring Caeda; her ability to fly about this region's unusual terrain will be valuable.
- Place a Knight closest to the door near your army, with a Thief directly behind him. This allows you to open the door and then position defenses on your very first turn.



Defending the Doorway



Defense is the name of the game here in Pyrathi. Begin by having your Thief (or any character equipped with a Door Key or Master Key) open the nearby door that's just south of a savepoint. Then advance some defenders to seal off the

narrow passage beyond. Also send Marth, Caeda, and another swift unit such as a Cavalier to the northeastern village to defend it from Thieves.

CAUTION

Remember that Pirate-class enemies can move across the sea. Your forces are not unreachable on their starting isle, so keep a sharp eye on the enemy's attack range.

CAUTION

Don't advance any units within the attack range of the southern Mage. Doing so not only draws the Mage, but also most of the enemy's southern forces!

The enemy sends a few Pirates across the sea toward your army; retreat any vulnerable units out of their range and prepare to thwart the Pirates on your next turn. Another Pirate and a Thief sneak eastward, moving toward the northeast village. Continue advancing Marth, Caeda, and their Cavalier bodyguard eastward in the village's defense.



TIP Don't rush to claim the nearby chests; doing so exposes your units, and the enemy Thieves are more interested in the southeast chest and north-east village anyway.

Securing the Village



If you aren't careful, an enemy Thief will destroy the village during the Enemy Phase of Turn 3. While the bulk of your army defends the passage near the savepoint, have Marth's party wipe out the enemy Pirate near the village and rush

to its defense. If you can't reach the Thief to dispatch him, simply station a unit atop the village to prevent its destruction.

CAUTION

Beware one encroaching enemy Pirate armed with a Devil Axe. Try to dispatch this dangerous villain with ranged attacks before he can strike, but remember not to advance within the southern Mage's attack range.

New Recruit: George

With the Thief and Pirate disposed of, have Marth visit the village to recruit George, a Sniper who's lethal with a bow. Snipers like George are promoted versions of Archers, and with a Silver Bow in his possession, George is a fantastic addition to your forces.



Saving the Southeast Chest



After recruiting George, have Caeda swipe a Master Key from the convoy. The remaining enemy Thief is intent on robbing the region's southeast chest, and considering the difficult terrain, Caeda is your best bet at reaching the chest before

the Thief can reach it. With Master Key in hand, send Caeda southward, being careful not to attract the attention of the nearby enemy Hunters.

Allow the Thief to open the door for you, then have Caeda dispatch him. Open the chest on your next turn to collect the loot, then retreat Caeda northward before reinforcements arrive.



Sea Dog Swarm



Continue resisting the urge to advance your army too far southward; waves of enemy reinforcements are inbound, hailing from the five southern forts on Turns 5, 7, and 9. These Pirates march straight toward your army, so simply let them come and repel them as they arrive.

CAUTION

Three of the reinforcement Pirates wield Hammers, which can spell disaster for your Knights. Each of these foes hails from the central fort; keep a close eye on them and retreat your Knights whenever one draws near.

Stand strong until the reinforcements finally subside, then advance a single full-HP Knight or similar defender just within the enemy Mage's attack range to lure in most of your remaining foes. Weather this final onslaught to all but guarantee your victory.



Boss: Mannu

March southward to face this region's boss: a reclusive Manakete known as Mannu. Deal with this powerful adversary as you've done to other bosses; pick away at Mannu with ranged attacks to negate counters, drawing out the fight to gain extra EXP.



Armory



Before seizing Mannu's castle, you might want to send a unit to visit the armory in the region's southeast corner. Browsing this shopkeeper's wares any earlier would have been dangerous with so many Pirates pouring out of the southern forts, but there's nothing to fear now.

Armory

Icon	Item	Uses	Price	Description	Weapon	MT	Hit	Crit	Rng	W
					Rank					
	Javelin	30	750G	A throwing spear used to attack enemies indirectly.	Lance D	7	70	0	1-2	7
	Steel Axe	35	700G	A weighty but more powerful axe.	Axe D	10	70	0	1	10
	Steel Bow	35	770G	A weighty but more powerful bow.	Bow D	8	80	0	2	8
	Steel Lance	35	980G	A weighty but more powerful lance.	Lance D	9	80	0	1	9
	Steel Sword	35	875G	A weighty but more powerful sword.	Sword D	8	90	0	1	8

Chapter 10—Princess Minerva

Not all of the League's soldiers took Catia of the Whitewings at her word. Some insisted her plea was a ruse, a trap concocted by Princess Minerva herself. Marth doubted that, though; he had seen the woman in Lefcandith Valley, and she did not strike him as the sort of conniving menace his followers feared. As the brunt of Grust's might drew closer, Marth led the League to Castle Deil, determined to attack the citadel and rescue the young Macedonian princess Maria.

Enemies (20)

Map #	Name	Level	Amount	Gear
1	Archer	7	2	Steel Bow
2	Cavalier	5	2	Iron Lance
3	Cavalier	5	1	Steel Sword

4	Cavalier	7	1	Javelin
5	Curate	5	1	Heal
6	Dracoknight	1	2	Iron Lance
7	Hero	1	1	Armorslayer, Master Seal
8	Knight	5	2	Iron Lance
9	Knight	7	1	Steel Lance
10	Maria (Cleric)	3	1	Heal
11	Minerva (Dracoknight)	1	1	Hauteclere
12	Pegasus Knight	5	1	Javelin
13	Pegasus Knight	5	1	Steel Lance
14	Sniper	1	1	Silver Bow
15	Thief	9	1	Iron Sword
16	Zharov (General)	3	1	Javelin, Steel Lance, Speedwings




Reinforcements (16)

Map #	Name	Level	Amount	Gear	Appearance
R1	Cavalier	5	4	Steel Sword	Turns 5 and 9
R2	Horseman	1	1	Steel Bow	Turns 5 and 9
R3	Horseman	5	1	Steel Bow	Turns 5 and 9
R4	Knight	5	2	Iron Lance	Turns 5 and 9

Loot

Map #	Name	Location
L1	Levin Sword	Chest
L2	Physic	Chest

New Recruits



Maria

Class	LV	HP	Mov	Weapon Ranks	Gear
Cleric	3	17	5	Staves: D	Heal

Str: 0 **Mag:** 2 **Skill:** 2 **Spd:** 3 **Lck:** 0 **Def:** 4 **Res:** 8

A kindhearted Cleric, Princess Maria is kept prisoner by the forces of Grust, locked away in Castle Deil. Grust is using Maria as leverage against her sister, Minerva, forcing the Dracoknight princess to fight for their cause. Have Marth speak with Maria during this chapter to enlist her aid and free Minerva from her predicament.



Minerva

Class	LV	HP	Mov	Weapon Ranks	Gear
Dracoknight	1	24	10	Axes: A; Lances: D	Hauteclere

Str: 9 **Mag:** 0 **Skill:** 6 **Spd:** 12 **Lck:** 6 **Def:** 12 **Res:** 3

A powerful Dracoknight and wielder of the legendary axe Hauteclere, Princess Minerva fights for the enemy against her will. However, after Marth frees Maria from Grust's grasp, the Altean Prince may speak with Minerva at any time during this chapter to recruit Macedonia's other princess.

Battle Prep



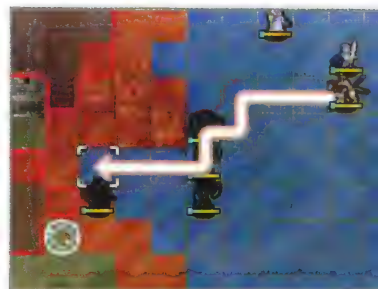
Speed is key during the early stages of this battle; you must breach Castle Deil and hustle your units inside before Grust's reinforcement legions arrive. Bring every Cavalier at your disposal, along with Caeda.

Some more vital tips:

- You'll need to hold your ground against a powerful enemy onslaught once you've breached the castle. Bring any and all Knights at your disposal.
- Place your Cavaliers and assorted combat units as close to the castle gate as possible; they must advance to defeat the looming enemy cavalry with all speed.
- Grust throws waves of Knights, Cavaliers, and assorted fliers at you. Arm units with plenty of anti-armor and anti-cavalry weaponry, such as Hammers, Armorslayer, and Ridersbane. Enlist a few of your best bow wielding units to combat the fliers as well.
- Healers are a must as always, but because you'll be recruiting Maria, you only need two this time.
- If you don't take Lena, make sure to give her Warp staff to whomever else you bring—you'll have a tough time stopping the enemy Thief without it!
- Bring a Thief of your own to free Maria from her cell.

Into the Castle!

Rush your forces toward the castle's entry steps on your first turn. Grust advances nearby Cavaliers to intercept, with flying units following farther behind. Princess Minerva flies to the region's northeast corner, awaiting the arrival of Grust's reinforcements.

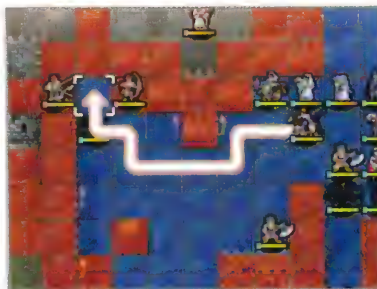


Strive to wipe out all four of Grust's Cavaliers on your second turn so you can focus on storming the castle during Turn 3. Send your swiftest units to cut down the rear Cavaliers, while slower units such as Fighters wipe out the ones in front.



NOTE The enemy Thief swipes the contents of both treasure chests inside the castle, but don't worry about chasing after him. You'll soon use the Warp staff to block his escape before he flees through the castle's back door. (If you don't have the Warp staff, Caeda is your best chance at catching the Thief, as Cavaliers will be slowed by the pillars in the corridor. Just use caution when advancing Caeda—you don't want her shot down by enemy Archers!)

Slaying the Sniper



Mass the bulk of your forces along the outskirts of the enemy Sniper's attack range while reserving a handful to hold the castle's front entrance. Rush forward on a fresh turn and annihilate the central Archer so you can attack the Sniper at close range, thereby negating any counter. Dispatch the other Archer afterward so you can finish off the Sniper with a ranged attack if need be.

New Recruit: Maria

With the castle completely secure, open the door of Maria's holding cell and have Marth speak with her to add a new healer to your party. Hand Maria a spare Heal staff (or the Physic staff you reclaimed from the Thief) so she can begin assisting her newfound friends.



CAUTION

Don't open the castle's rear door until you're ready to face a tough opponent in the enemy Hero who awaits on the opposite side.

By the time you recruit Maria, enemy reinforcements will have arrived from the northeast and will likely be throwing themselves against your defending units at the castle's front steps. Hold fast and stay defensive, healing your front-line units as they counter the enemy.



CAUTION

Avoid arming your defending units with powerful weapons such as Hammers or Ridersbane. It may seem like a good idea, but this will often cause your defender to slay one attacker after the next. That may sound like a good thing, too, but it actually allows numerous enemies to attack your defender during a single Enemy Phase, because a new foe will step up to attack each time one of their comrades is slain. It's safer to remain patient and arm whoever happens to be defending the steps with a versatile weapon, such as a Javelin or Hand Axe, so they may counter attacks from both near and far, dealing fair but non-lethal amounts of damage.

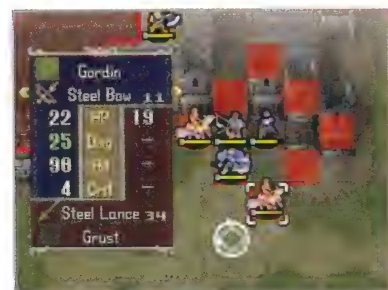
Advance indirect attackers and anti-armor units up the castle steps after you decimate the Cavaliers, aiming to smash the two enemy Knights standing guard in the entry chamber. Feel free to lure in the Knights but stay out of range of the

Archers and Sniper that guard the western corridor.

CAUTION

Snipers naturally have a high chance to score critical hits, but the enemy Sniper inside the castle wields a Killer Bow, giving him an excellent chance of dealing triple damage with each arrow. This is the primary reason not to chase after the Thief—any units you advance toward the Sniper run a high risk of being defeated.

Fending Off Fliers



You can breathe a little easier once inside the castle; you're now in an excellent position to hole up and defend. Let the enemy Thief flee toward the castle's rear door while you pile your troops in the entry hall, dispatching the Knights

but keeping clear of the Sniper's attack range. Leave a Knight and a few bow wielding units to guard the front steps against the inbound enemy fliers.

Stop, Thief!

Turn 6 is the best time to catch the enemy Thief. If you don't manage to stop him, he'll open the castle's rear door during the Enemy Phase, compromising your defense. Use the Warp staff to transport a unit to block the Thief's escape route, dispatching the pest to reclaim your loot.



New Recruit: Minerva



Hauteclere loose on the remaining Grust reinforcements.

NOTE Maria must be recruited before Minerva will join Marth's army.



TIP The Hauteclere is indeed awesome, but give Minerva additional weapons, particularly Javelins and Hand Axes, to add some versatility to her attacks.

Sneaking Out the Back



The enemy reinforcements come in two waves. Split your army into two forces after the second has fallen, and send some units northward to open the castle's back door to confront the imposing enemy Hero on the opposite side.

Wiping out this worthy foe nets you a Master Seal—a rare and precious item that enables you to promote a single unit to an advanced class.



CAUTION



The Hero wields an Armorslayer, so don't send a Knight against him.

Armories and Vendor

Since you've split your army into two forces, advance the northern group up the north ledges, moving toward the final showdown against the boss. At the same time, send your southern force west, exiting the castle and marching off to visit the region's shops. Here's what's for sale:



Armory A (NW)

Icon	Item	Uses	Price	Description	Weapon	Mt	Hit	Crit	Rng	W
Rank										
	Steel Axe	35	700G	A weighty but more powerful axe.	Axe D	10	70	0	1	10
	Steel Bow	35	770G	A weighty but more powerful bow.	Bow D	8	80	0	2	8
	Steel Lance	35	980G	A weighty but more powerful lance.	Lance D	9	80	0	1	9
	Steel Sword	35	875G	A weighty but more powerful sword.	Sword D	8	90	0	1	8

Armory B (SE)

Icon	Item	Uses	Price	Description	Weapon	Mt	Hit	Crit	Rng	W
Rank										
	Hammer	20	1,100G	An axe weapon effective against armored units.	Axe C	9	60	0	1	11
	Hand Axe	30	540G	A throwing axe used to attack enemies indirectly.	Axe D	8	60	0	1-2	8
	Javelin	30	750G	A throwing spear used to attack enemies indirectly.	Lance D	7	70	0	1-2	7
	Silver Axe	20	1,600G	An axe whose mighty blows offset its steep price.	Axe B	14	80	0	1	7

Vendor

Icon	Item	Uses	Price	Description	Weapon	Mt	Hit	Crit	Rng	W
Rank										
	Bridge Key	1	900G	A key used to lower a drawbridge.	--	--	--	--	--	--
	Door Key	1	500G	A key used to open a door.	--	--	--	--	--	--
	Pure Water	3	600G	Medicine that boosts resistance. The effect lessens with each passing turn.	--	--	--	--	--	--
	Vulnerary	3	360G	Medicine that restores HP.	--	--	--	--	--	--

Boss: Zharov



Zharov's a dangerous foe; he wields a Javelin, enabling him to counter both melee and ranged attacks. As a General (the promoted version of a Knight), Zharov also owns thick armor that affords him great defense against typical blows.

Don't mess around with Zharov; smash him with powerful magic and anti-armor weaponry, assailing him with your best combatants to ensure you finish him off in a single well-orchestrated assault.

Chapter 11—Knorda Market


Tired from many long battles, Marth and the League arrived at last in Archanea, Princess Nyna's mother kingdom. Past the mountains lay the royal palace, known to some as Millennium Court; and within its walls awaited many treasures and captives the enemy had taken. With each step, Marth drew nearer to one of the great waypoints on his journey.

Enemies (20)

Map #	Name	Level	Amount	Gear
1	Ballistician	1	1	Stonehoist
2	Ballistician	3	1	Thunderbolt
3	Cavalier	6	1	Javelin
4	Cavalier	6	1	Javelin
5	Cavalier	6	2	Iron Lance
6	Horseman	2	1	Iron Bow
7	Jake (Ballistician)	1	1	Arrowspate
8	Khozen (Manakete)	3	1	Firestone, Energy Drop
9	Mercenary	5	1	Iron Sword
10	Mercenary	6	6	Steel Sword
11	Pegasus Knight	6	2	Javelin
12	Sniper	1	1	Killer Bow, Spirit Dust
13	Thief	6	1	Iron Sword



New Recruits




Jake

Class	LV	HP	Mov	Weapon	Ranks	Gear
Ballistician	1	20	4 (once recruited)	N/A		Arrowspate

Str: 5
Mag: 0
Skill: 1
Spd: 3
Lck: 3
Def: 14
Res: 0

An enemy Ballistician who fights for Grust, Jake has a weakness for beautiful women. After visiting a house in the region's southeast corner and speaking with Jake's sweetheart, Anna, have Caeda speak with Jake on the battlefield to recruit his exceptional siege-warfare talents.



Linde

Class	LV	HP	Mov	Weapon	Ranks	Gear
Mage	1	18	6	Tomes: D		Aura

Str: 0
Mag: 2
Skill: 4
Spd: 7
Lck: 7
Def: 3
Res: 4

Direct Prince Marth to the region's southeast village so he may speak with and recruit Linde, a budding young Mage who owns a powerful magical tome.

Battle Prep



10 squares away. Here are some tips to help you crush Grust's forces:

- Bring your swiftest units, including Jagen, Minerva, and all your Cavaliers and Horsemen. Their tremendous movement speed will help you close in and punish each enemy Ballistician without leaving units exposed to their generous attack range. As always, be sure to equip your combat units with the very best gear they can carry.
- If you acquired the Master Seal from the enemy Hero in the previous chapter, use it to promote one of your Cavaliers to a Paladin to increase the unit's stats, particularly its defense and movement speed. (A unit must be Level 10 or higher before its class may be promoted.)

Growing desperate, Grust has enlisted the aid of several fearsome Ballisticians to halt the Archanean League's advance. Though immobile, these units sport a tremendous attack range, capable of striking targets that lie anywhere from three to

- The enemy has numerous Cavaliers and sword-wielding Mercenaries, so make sure your combatants carry lances (particularly Ridersbane) to help even the odds.
- You must bring Caeda if you wish to recruit Jake, an enemy Ballistician with incredible attack range.
- Bring a few healers as always, and make sure to equip them with Physic staves so they can heal units across the battlefield. This can be of great use when advancing into enemy territory.
- Make sure one of your healers carries a Warp staff; you'll need to transport Caeda over to Jake if you wish to recruit him, as the flying princess isn't fast enough to reach Jake without exposing herself to one of his powerful siege attacks (which are lethal to fliers).



NOTE You're coming up on another secret chapter—Chapter 12x. Beware: You gain control over a whopping five new units at the start of Chapter 12, and because you must have 15 or fewer units in your army by the end of Chapter 12 if you wish to visit 12x, it's wise to start thinning your ranks here in Chapter 11 if you want to get in. If you've amassed a sizeable army, be sure to bring a few low-level characters into this battle as sacrificial lambs, allowing them to fall to reduce the size of your army closer to 15. Avoid sacrificing Bantu or Caeda, however, as these two are needed to recruit other characters in battles to come. Lena is also valuable, since she's the only one who can use the Hammerne staff to repair weapons (available in Chapter 20).

Sneaking Eastward



The tables have turned: Grust is on defense during this battle, poised to hold the Archanean Palace. Their entrenched Ballisticians are set to bombard your forces, and their incredible attack range allows them to launch siege bombard-

ments clear across the surrounding mountains. Call up the enemy's collective attack range and advance your units eastward, keeping them out of the Ballisticians' range. Though intent on playing defense, Grust does send a few Pegasus Knights over the mountains to harass your travels through the pass. Safeguard your vulnerable units behind your combat types and bring these threats down with arrows once they're within range.





The pass opens up to a clearing, with a large community of houses and shops to the south. The community is packed with enemy Mercenaries; set up a defensive line and lure these ruffians to their doom.

CAUTION

Be sure to eliminate the enemy Thief advancing from the north before he destroys the community's village.

New Recruit: Linde

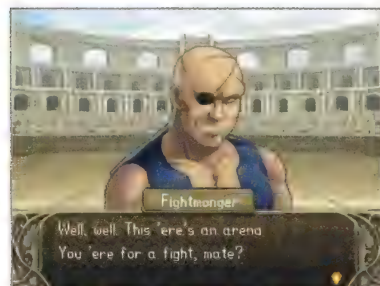


Steer Marth toward the nearby village after securing the community to recruit a young Mage named Linde. Though inexperienced, Linde is also quite gifted and wields some of the most powerful magic the Archanean League has ever seen.

While visiting the community's homes, be sure to speak with Anna, located in the house shown. Anna is the sweetheart of an enemy Ballistician named Jake, and Caeda will be able to convince Jake to join the side of right once any member of your party has spoken with Anna.



Shops and Arena



The community also offers several shops and an arena. You won't see another arena for several chapters, so spend some time at this one if you wish to gain some EXP and coin. The following tables show what each shop has to offer.

Armory A (E)

Icon	Item	Uses	Price	Description	Weapon Rank	Mt	Hit	Crit	Rng	Wt
	Hand Axe	30	540G	A throwing axe used to attack enemies indirectly.	Axe D	8	60	0	1-2	8
	Javelin	30	750G	A throwing spear used to attack enemies indirectly.	Lance D	7	70	0	1-2	7
	Rapier	28	1,120G	Strong against cavalry/armored units. For Marth.	Sword E	5	100	10	1	4
	Silver Lance	20	2,200G	A lance whose mighty blows offset its steep price.	Lance B	13	90	0	1	6
	Silver Sword	20	2,000G	A sword whose mighty blows offset its steep price.	Sword B	12	100	0	1	5

Armory B (W)

Icon	Item	Uses	Price	Description	Weapon Rank	Mt	Hit	Crit	Rng	Wt
	Steel Axe	35	700G	A weighty but more powerful axe.	Axe D	10	70	0	1	10
	Steel Bow	35	770G	A weighty but more powerful bow.	Bow D	8	80	0	2	8
	Steel Lance	35	980G	A weighty but more powerful lance.	Lance D	9	80	0	1	9
	Steel Sword	35	875G	A weighty but more powerful sword.	Sword D	8	90	0	1	8

Vendor A (E)

Icon	Item	Uses	Price	Description	Weapon Rank	Mt	Hit	Crit	Rng	Wt
	Door Key	1	500G	A key used to open a door.	--	--	--	--	--	--
	Heal	20	800G	A staff used to restore HP to an adjacent ally.	Staff E	--	--	--	1	--
	Mend	16	1,280G	Greatly restores HP to an adjacent ally.	Staff D	--	--	--	1	--
	Vulnerary	3	360G	Medicine that restores HP.	--	--	--	--	--	--

Vendor B (W)

Icon	Item	Uses	Price	Description	Weapon Rank	Mt	Hit	Crit	Rng	Wt
	Blizzard	23	690G	Potent magic used to attack with ice.	Tome D	7	80	5	1-2	2
	Fire	25	300G	Magic used to attack with flames.	Tome E	5	100	0	1-2	1
	Thunder	21	420G	Magic used to attack with lightning.	Tome E	6	90	0	1-2	2

Going after Grust



When you've finished shopping and battling in the arena, march your army north, massing your troops along the edge of the nearest enemy Ballistician's attack range. Put a Paladin up front so they can rush forward and strike the

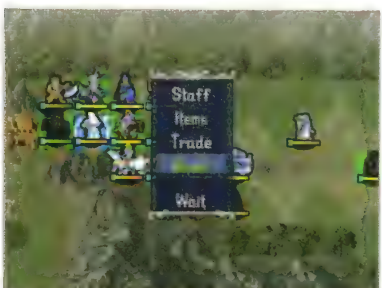
Ballistician during your next turn, attacking with a Javelin from the nearby savepoint. Advance your army after the Ballistician has been destroyed.

CAUTION

Don't advance your Paladin any farther than the savepoint; moving into melee range places your unit within range of a dangerous enemy Sniper armed with a Killer Bow.

CAUTION

Don't send Minerva to attack the Ballistician; though she's fast enough to close the distance in a single turn, advancing on the Ballistician puts your attacking unit within range of a nearby enemy Horseman (and possibly a Sniper), whose arrows can spell disaster for fliers.



Dispatch the enemy Horseman that moves against your Paladin on your next turn, using indirect attacks from the back row to ensure the Horseman falls. Continue massing your forces near the outskirts of the enemy's attack range, but

don't make any forward movement just yet. Save your progress at the savepoint instead.

Besting the Sniper

End your turn after saving your progress, then advance your Paladin just one square, poisoning him on the fort that's closest to the savepoint. (You could try advancing on the Sniper in force, but a glance at Grust's remaining defenders shows that doing so would put your entire army at tremendous risk.) Advancing to the fort places your Paladin within range of the enemy Sniper, but not the southern Ballistician. This lures the Sniper; if you're lucky, you'll avoid suffering critical hits and be able to dispatch the Sniper without advancing any farther.



NOTE



The fort increases your Paladin's ability to avoid attacks, but the Sniper may still get lucky and defeat him with a critical hit. Restart the game if this happens so you can load your recent savepoint data and try again.

Final Push



The Sniper was a dangerous threat, but Grust still has many dangerous defenders left. Of particular concern is their boss, a powerful Manakete named Khozen, as he's able to move about the battlefield. The enemy's remaining Ballisti-

cians and host of Cavaliers pose problems, as well. However, a sneaky tactic involving Minerva and Caeda can help you simplify this final push a great deal.

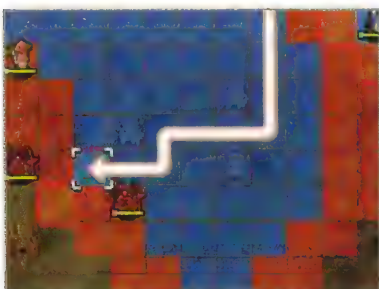
View the enemy's collective attack range and send Minerva and Caeda north, positioning both at the northernmost edge of the danger zone. This sets them up to fly westward on your next turn, taking up position in the region's northwest corner to lure away the enemy Cavaliers.



TIP



Equip Minerva with a powerful axe to gain a Weapon Triangle advantage over the lance-wielding enemy Cavaliers, and outfit Caeda with her Wing Spear, which is devastating against cavalry.



After Minerva and Caeda have drawn off Grust's Cavaliers, call up the only two remaining Ballisticians' attack ranges and spy a pair of safe spots between them where neither can fire. Advance your trusty Paladin to either space

and have him toss a Javelin at the Ballistician who isn't Jake. If another unit can safely reach the other safe spot and attack, do so and finish off the Ballistician.

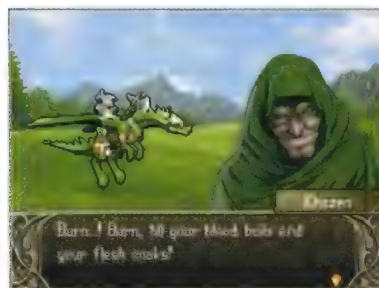
New Recruit: Jake

Grust's all but finished now, but there's still one Ballistician to deal with. If you visited Anna at the Knorda market earlier in the battle, Caeda can convince Jake into joining the Archanean League. Beware, however: Caeda cannot reach Jake in one turn, which leaves her within range of his Arrowspate—a brand of siege weaponry that's lethal to fliers. Use the Warp staff to transport Caeda over to Jake instead.



NOTE Another way for Caeda to reach Jake safely involves reclassing her during the battle prep, turning her into a non-flier that Jake's Arrowspates won't inflict extra damage upon. Caeda still won't be able to reach Jake in one turn, and may be struck by one of his attacks as she advances. The Warp staff is the safest way for Caeda to reach Jake.

Boss: Khozen



With the ability to move about the battlefield and breathe searing flames, Khozen isn't one to be trifled with. Fortunately, Minerva has an excellent chance to wipe out this boss with her Hauteclere axe, and she's within range to do just that. Let

Caeda handle any remaining Cavaliers while Minerva advances to hack up Khozen.

Chapter 12—The Ageless Palace

The holy kingdom of Archanea had come into being six centuries earlier. The first king, Adrah, had fought valiantly to accomplish this, wielding three weapons he came to call his regalia—gifts from the gods, some said. The kingdom Adrah forged was pronounced holy; its kings were esteemed. With Archanea's aid, six more independent kingdoms sprang up in their own time. But Archanea was always the greatest—and now, Marth was about to take his first walk through its historic palace's halls.

Enemies (19)

Map #	Name	Level	Amount	Gear
1	Archer	7	2	Steel Bow
2	Cavalier	7	2	Iron Lance
3	Curate	7	1	Heal
4	Curate	7	1	Mend
5	General	1	1	Iron Bow, Steel Lance
6	Heimler (Paladin)	1	1	Silver Lance, Door Key, Master Seal
7	Knight	7	3	Steel Lance
8	Mage	3	1	Fire
9	Mage	5	1	Thunder
10	Mage	7	1	Elfire
11	Manakete	5	1	Firestone, Vulnerary
12	Sniper	3	1	Silver Bow
13	Thief	5	1	Iron Sword, Armorslayer
14	Thief	7	1	Iron Sword, Warp
15	Volzhin (Bishop)	1	1	Bolganone

Reinforcements (12)

Map #	Name	Level	Amount	Gear	Appearance
R1	Cavalier	7	2	Steel Lance	Turns 2, 4, 6, and 8
R2	Horseman	2	1	Steel Bow	Turns 2, 4, 6, and 8

Loot

Map #	Name	Location
L1	Arms Scroll	Chest
L2	Boots	Chest
L3	Bullion (L)	Chest
L4	Dragonpike	Chest
L5	Master Seal	Chest
L6	Silver Sword	Chest
--	Parthia	Gained upon chapter completion



New Recruits



Boah

Class	IV	HP	Mov	Weapon Ranks	Gear
Bishop	I	22	6	Staves: C; Tomes: B	None

Str: 1
Mag: 4
Skill: 7
Spd: 10
Lck: 4
Def: 5
Res: 9

A Bishop in service to Midia, Boah is well trained in the use of both staff and tome. Like Midia and the rest of her guard, Boah is being held hostage by Grust inside a small cell within the walls of Archanea Palace. Boah is yours to command at the outset of Chapter 12.



Dolph

Class	IV	III	Mov	Weapon Ranks	Gear
Knight	4	22	5	Lances: C	None

Str: 8
Mag: 0
Skill: 6
Spd: 5
Lck: 3
Def: 13
Res: 0

One of two Knights held captive by the enemy inside Archanea Palace, Dolph stands ready to give his life in defense of Midia, also imprisoned by Grust. His thick armor can help stave off the enemy guards—but for how long?



Macellan

Class	LV	HP	Mov	Weapon Ranks	Gear
Knight	3	20	5	Lances: D	None

Str: 8
Mag: 0
Skill: 5
Spd: 3
Lck: 4
Def: 12
Res: 0

Macellan is another brave Knight held prisoner by Grust's forces inside Archanea Palace. His life is in your hands from the start of Chapter 12.



Midia

Class	LV	HP	Mov	Weapon Ranks	Gear
Paladin	1	24	10	Lances: C; Swords: D	None

Str: 7
Mag: 1
Skill: 11
Spd: 9
Lck: 7
Def: 9
Res: 6

A Paladin and noble lady of Archanea, Midia's future looks bleak at the start of Chapter 12. Grust has taken over her Archanea Palace and is holding Midia and her remaining guards inside a small prison cell. The young noble needs saving at the start of Chapter 12, and her life rests in your hands.



Tomas

Class	LV	HP	Mov	Weapon Ranks	Gear
Archer	8	22	5	Bows: C	None

Str: 7
Mag: 0
Skill: 6
Spd: 5
Lck: 4
Def: 6
Res: 0

Tomas is a young Archanean Archer who has been imprisoned by Grust along with Midia and her guard. He is yours to command at the start of Chapter 12, but with no bow to wield, Tomas' fate lies in jeopardy.

Battle Prep

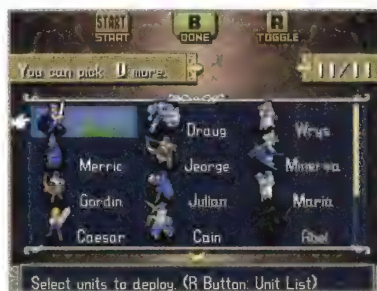


Once filled with rays of soft sunlight, the halls of Archanea Palace are now soiled with Grust's cruel forces. Speed is critical if you wish to save Midia and her guard, so bring your swiftest units. Here are some other suggestions:

- Many enemy Knights block the palace's halls, so equip axe wielding units with Hammers (particularly Minerva) and a gifted sword wielder with the Armorslayer you found back in Chapter 6. Caeda's Wing Spear is also effective at slaying these armored brutes.

- Knights are useful to you here, so bring at least one to help plug up the halls.
- If you wish to save all Midia's guards, you must risk warping Marth over to them at the start of the battle. This will enable Midia and her troop to access the convoy and ready themselves for combat. Bring the Warp staff and someone who can use it if you wish to try this approach. (Caution: Saving Midia's entire band adds several units to your army and may cause you to miss visiting Chapter 12x.)
- Doors and treasure chests abound inside the palace, so be sure to bring a Thief along.
- Place your fastest units to the west so they can hurry to Midia's aid. Leave slower units that can't wield Hammers or the Armorslayer to the east, poised to wipe out the nearby enemy Thieves.

Secret Chapter Alert!



If you wish to visit a special chapter (Chapter 12x) after this battle, you must have 15 or fewer units under your command by the end of Chapter 12. The main reason to visit Chapter 12x is to recruit a formidable General named Horace, one of the more powerful characters Marth encounters.

Depending on how well you've fared in previous battles, you may need to sacrifice several units during this stage in order to visit Chapter 12x. Simply count up your units during the battle prep, and if you have more than 15, decide which ones you wish to sacrifice and include them in your army. Look to sacrifice inexperienced units first (anyone you haven't used much), and don't forget to consider Midia and her four companions, who all join Marth's army at the start of Chapter 12. Avoid sacrificing Midia, Bantu, and Caeda, as these three characters are all needed to recruit other special characters in battles to come. Protect Lena as well, so she can wield the Hammer staff to repair weapons once you obtain it in Chapter 20.

Rescuing Midia

Midia and her guard begin Chapter 12 in dire straits. The enemy has them surrounded, and they're trapped within a tiny cell with no means of defending themselves. Call up the enemy's attack range to see that only two spaces within the cell are out of their reach. Then consider the following:



- If you're planning on visiting Chapter 12x, you'll probably need to sacrifice some of the Archanean prisoners to help reduce the size of your army (Remember: All five of them count as new recruits).

You definitely want to save both Boah and Midia if possible, because they're the two most valuable prisoners, moving Tomas out of his initial safe spot and both Boah and Midia to safety.

- If you aren't concerned with visiting Chapter 12x and would rather save all Midia's guards, do the following:
 1. Use the Warp staff to transport Marth over to the vacant safe spot within the hold cell; the one next to Tomas. Then have Marth access the convoy to retrieve a Steel Lance and Heal staff, along with some powerful tomes that Boah can wield. Have Marth trade with Macellan afterward (not the other way around!), handing Macellan the Steel Lance, along with the items for Boah.
 2. Move Boah next to Macellan, then have him trade with the Knight (not the other way around!) to claim his Heal staff and magical tomes. Equip Boah with his most powerful tome before ending his turn, as Boah will be attacked by the nearby enemy Mage during the Enemy Phase. (Don't worry; Boah's high Res means he'll take little damage.)
 3. Move Macellan next to the vacant space next to Tomas. This puts him out of the enemy Mage's reach. Macellan may be attacked by an enemy Archer during the Enemy Phase, but the attack will deal little damage.
 4. Have Tomas access the convoy next, retrieving a bow, a weapon for Midia, another weapon for Dolph, and either a Door Key or Master Key.
 5. Have Midia trade with Tomas, retrieving the weapons for herself and Dolph, along with the Door Key/Master Key. Then have Midia open the cell door.
 6. Move Dolph to Midia's right, then have Dolph trade with Midia to retrieve his weapon. Dolph may be attacked by one or both enemy Archers during the Enemy Phase, but the attacks will deal very little damage.
 7. That's it! The Archanean prisoners are now poised to take very little damage during the coming Enemy Phase, and ready to fight their way to freedom during Turn 2.

On to Business



Turn your attention to your main army after you've finished fiddling with Midia's squad. Advance heavily to the west, aiming to smash through the two enemy Knights that block the western doorway. (If your anti-armor units can't quite reach the Knights, mass them along the outskirts of the Knights' attack range instead.) Send a few lighter combatants to deal with the Thieves to the east before they can cause any mischief.

United They Stand



Keep advancing westward, fighting hard to unite both your forces near the prison cell. Waves of enemy reinforcements begin appearing to the east during the Enemy Phase of Turn 2, while a pair of enemy Mages advances from the south. Block off the narrow doorway where the enemy Knights once stood to keep the reinforcements at bay, and simply keep north to avoid the sluggish Mages, descending upon them with powerful attacks when the time is right.

Enemy Cavaliers and a formidable Paladin by the name of Heimler follow in the Mages' wake, also approaching from the south. This is a dangerous crew, so don't let them advance too close. Send powerful units such as Cavaliers and Minerva to take them out, exploiting their inability to counter ranged attacks.



NOTE Though he has a name and character portrait, Heimler cannot be recruited.



Palace Treasury



Things quiet down a great deal after Heimler and his henchmen have been dealt with. The treasury is your next target; leave a handful of defenders to thwart the persistent reinforcements while your Thief unlocks the treasury door. A fearsome General guards the treasury; call up his attack range and mass your anti-armor units along its edge, placing one just within the General's attack range to bait him toward your forces.



CAUTION



An enemy Sniper armed with a Killer Bow stands to the south, able to shoot arrows into the treasury if you advance too close. Keep this dangerous foe's attack range up at all times to avoid stepping into his firing range.

Sniper Snuggle



Have Marth and your Thief begin looting the treasury's chests after dispatching the General, but keep away from that Sniper. When only the two southern chests remain (which fall within the Sniper's attack range), save your

progress at a savepoint and then advance a high-Def unit (or one you intend to sacrifice to access Chapter 12x) to the right of the western chest (as shown). The goal is to bait the Sniper into moving to the right of the treasury's southern door.

CAUTION

Don't open the treasury's southern door until the Sniper has been lured away. If you do, you place your fragile Thief within the Sniper's firing range.

With luck, the Sniper took the bait and moved away from the door. If so, open the door and then send any melee-combat unit through to hold the Sniper in check at the end of the hall. With the Sniper contained, simply keep your forces out of his range while the unit you advanced pounds the Sniper into mush.



TIP Snipers are worth lots of EXP when defeated, so slay this one with a weaker unit you intend to keep.

Clearing Out Clerics



Keep out of the boss' attack range and wound (but don't defeat) the nearer of his two Clerics with a ranged attack. This prompts the distant Cleric to advance and heal his comrade, putting him close enough to defeat without exposing your forces to the boss. Wipe out both Clerics to ensure the boss receives no healing during the final battle.

Boss: Volzhin

Volzhin can counter both melee and distant attacks with his powerful magic, Bolganone. He has little HP and very low Def, however, so advance a seasoned combatant to dispatch him with a single blow. Well done; Archanea Palace has been freed from Grust's grasp!



NOTE This is your last chance to sacrifice units if you wish to visit Chapter 12x! If any sacrificial units remain, trade away their weapons and then place them within Volzhin's attack range to have him dispatch them.

Armory and Chest



One last chest awaits opening beyond the throne—be sure to send your Thief to collect its contents. An armory stands near the chest; feel free to do a little shopping before seizing the throne to complete the chapter. Armorslayer

swords are of particular value, but don't spend too much coin here—you'll discover a special item in Chapter 14 that grants you a half-price discount at all shops, so hang onto your gold.

Armory

Icon	Item	Uses	Price	Description	Weapon Rank	MT	Hit	Crit	Rng	WT
	Armor-slayer	20	1,000G	A sword effective against armored units.	Sword C	7	80	0	1	9
	Iron Sword	40	400G	An affordable sword that is easy to wield.	Sword E	5	100	0	1	4
	Killing Edge	20	1,500G	A sword whose design yields frequent critical hits.	Sword C	8	90	20	1	6
	Silver Sword	20	2,000G	A sword whose mighty blows offset its steep price.	Sword B	12	100	0	1	5
	Steel Sword	35	875G	A weighty but more powerful sword.	Sword D	8	90	0	1	8

Chapter 12x—A Traitor's Worth

After taking back the palace, the League rode across Archanea, freeing the greater portion of the kingdom as they went—all except the west. A landed knight there named Horace, who had betrayed Archanea to join Dolhr, continued to stubbornly hold out against Marth's forces. Nyna could not fathom why such a fiercely loyal knight would turn to treachery, but with her other knights calling for Horace's blood, she had no choice but to give in and ask Marth to bring the traitor to justice.

Enemies (19)

Map #	Name	Level	Amount	Gear
1	Archer	7	2	Steel Bow
2	Cavalier	7	5	Iron Lance
3	Cavalier	5	1	Iron Lance
4	Dejanira (Paladin)	1	1	Steel Lance
5	Horace (General)	3	1	Steel Lance
6	Knight	7	2	Steel Lance
7	Knight	7	2	Javelin
8	Mage	7	1	Elfiré
9	Mage	3	1	Fire
10	Mage	5	1	Thunder
11	Manakete	5	1	Firestone
12	Sniper	3	1	Silver Bow




Reinforcements (14)

Map #	Name	Level	Amount	Gear	Appearance
R1	Pirate	7	1	Iron Axe	Turns 7 and 9
R2	Pirate	7	1	Iron Axe	Turns 9, 11, and 13
R3	Pirate	7	1	Steel Axe	Turns 9, 11, and 13
R4	Pirate	7	1	Steel Axe	Turns 11, 13, and 15
R5	Cavalier	7	1	Steel Lance	Turns 13, 15, and 17

Loot

Map #	Name	Location
L1	Blizzard	Village (visit with Marth)
L2	Killer Lance	Village (visit with Marth)

New Recruits



Horace

Class	LV	HP	Mov	Weapon Ranks	Gear
General	3	32	6	Bows: D; Lances: B	Steel Lance

Str: 15
Mag: 1
Skill: 12
Spd: 8
Lck: 7
Def: 17
Res: 3

A powerful General who excels at defense, Horace fights for the enemy against his will, for the benefit of his people. Complete Chapter 12x without defeating Horace to help him out of his plight and add his fierce combat prowess to your legion.

NOTE Chapter 12x is a special chapter that can only be visited if you have 15 or fewer units in your army by the end of Chapter 12. The main reason to come here is to recruit Horace, a mighty General.

Battle Prep



Chapter 12x is quite easy compared to others you've recently fought through, making it a good opportunity for you to bring low-EXP units up to par with the rest of your army. The only real tip here is to bring flying units, as they can easily navigate the tricky terrain. Otherwise, just keep away from Horace and stay out of his men's generous attack range, and you'll do just fine.

General Assistance

Horace and his men are off limits, but the enemies near your army's starting position are fair game. Send an anti-armor unit to wipe out the Knight across the northern bridge, then fly Caeda or Minerva (or both) over to wipe out the Cavalier across the northern river.



TIP Keep Horace and his men's attack ranges up at all times, and you'll never blunder too close or promote a hostile reaction.

Another Cavalier guards the northeast bridge, but watch out: A Mage beyond the bridge is within range to attack any units that move into melee range with the Cavalier. Strike from afar instead, using indirect attacks to dispatch the Cavalier safely.



The Mage crosses the bridge during the Enemy Phase, but he can't reach any of your units with his Thunder magic. Punish the Mage during Turn 2, but don't expose any of your units to the Cavalier waiting farther ahead.

Sneaking Northward



Continue making a tactical advance, sneaking your forces along the western trail, far away from Horace. Bait each enemy into charging forward, then crush them once they draw near. Remember to spread the EXP around to your less-experienced units. A well-rounded army is a happy army!



Be sure to have Marth visit the two villages as you make your advance. Powerful weapons are eagerly parted with in the hopes that Horace's name can be cleared.

New Recruit: Horace

Seeing the forces of Grust wiped from the battlefield, Horace decides to lay down his weapons rather than spill any more Archanean blood. Ashamed by his traitorous deeds, Horace is eventually coaxed into joining the Archanean League in an effort to help put things to rights. A mighty General is now yours to command in future battles!



CAUTION

Don't engage the Knight near the savepoint beyond the first village. A check of his attack range shows he's on defense—he's one of Horace's men.

Manakete Mangler



A lone Manakete guards the region's second village, posing a significant threat. After you've advanced the bulk of your army through the narrow mountain pass, look to send several units to pelt the Manakete with ranged attacks, aiming

to best the monster before it can unleash its powerful Firestone attacks. Then send Marth over to collect another valuable weapon from the village's inhabitants.

TIP The Wyrm Slayer sword you found back in Chapter 9 can make short work of the Manakete.

Boss: Dejanira



Enemy reinforcements begin to emerge from the region's western forts, but they have little chance of halting your advance on the northern castle. Save your progress and then lure the Sniper and Archer in turn, wiping out both

before advancing to dispatch the boss with ranged attacks. If you like, hang around afterward and wipe out the numerous reinforcements for even more EXP.



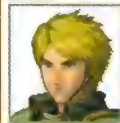
Chapter 13—The Wooden Cavalry

The Archanean heroes hurried to Altea, but they would not go unchallenged. Waiting for them at Fort Menedy were Grust's artillery regiment, the dreaded "Wooden Cavalry." Missiles crashed down, rocking the earth as the enemy ballistae rumbled forward. Had Marth and the League any hope of triumphing over such firepower?

Enemies (17)

Map #	Name	Level	Amount	Gear
1	Astram (Hero)	1	1	Silver Sword, Wyrmslayer
2	Ballistician	1	4	Arrowspate
3	Ballistician	1	1	Hoistflamme
4	Ballistician	1	3	Stonehoist
5	Ballistician	1	1	Thunderbolt
6	Ballistician	3	1	Hoistflamme
7	Ballistician	3	2	Stonehoist
8	Curate	7	1	Mend
9	Grigas (Ballistician)	5	1	Pachyderm
10	Thief	7	1	Iron Sword
11	Thief	7	1	Iron Sword, Ridersbane

New Recruits



Astram

Class	LV	HP	Mov	Weapon Ranks	Gear
Hero	1	26	8	Axes: D; Swords: B	Silver Sword; Wyrmslayer

Str: 8
Mag: 1
Skill: 14
Spd: 14
Lck: 3
Def: 8
Res: 3

If you were successful in rescuing Midia from her dilemma at Archanea Palace, include her in this battle and have her speak to an enemy Hero by the name of Astram to add his fierce fencing proficiency to your ranks.





Beck

Class	LV	HP	Mov	Weapon	Ranks	Gear
Ballistician	1	20	4	N/A		Thunderbolt

Str: 6
Mag: 0
Skill: 4
Spd: 3
Lck: 5
Def: 14
Res: 0

Beck is a righteous Ballistician with a passion for pounding remote enemies. Have Marth visit this region's village to speak with Beck and add his long-range combat prowess to that of the League's.

Battle Prep

So many Ballisticians are not easy to deal with—particularly when some of them are mobile, giving them an even greater potential attack range than normal. Your army is broken up into three strike groups here at Fort Menedy, ready to charge across three separate bridges and assault Grust's artillery with all speed. Follow these tips while preparing for the coming conflict:



Ready Minerva or a Cavalier to slay the southern Ballisticians.



Poise at least one Paladin or Cavalier (two would be ideal) up north to charge the northern Ballisticians.



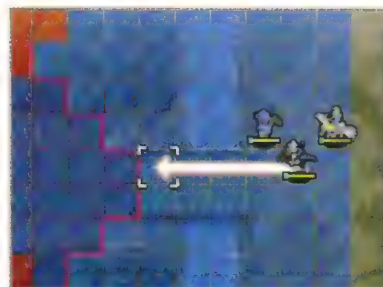
Prep Midia and another Paladin to charge the middle, placing Midia near the south-middle bridge.

A few other tips:

- Speed is of the essence, so use Master Seals to promote Level 10 Cavaliers to Paladins (or Caeda to a Dracoknight), gaining increased mobility.
- Paladins are the keys to winning this battle—their tremendous movement speed, high defense, and powerful attacks make them valuable assets. Consider reclassing some of your troops into Paladins, such as George, Wendell, and Boah. You can always reclass these units back to their original classes during the next Battle Prep, and they'll retain all of the EXP and weapon EXP they owned while in their initial class, so nothing will be lost in the transition.
- Bring two healers and equip each one with one of the two Physic staves you've found up to this point. This will allow them both to patch up allies from afar.

Preparing to Strike

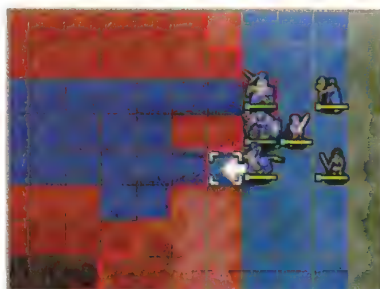
Don't get too carried away during your first turn. Instead, begin by advancing Minerva to the edge of the three southern Arrowspate wielding Ballisticians' attack range. None of these foes can move, so Minerva will be free to advance and hack them to bits in turns to come. Send your remaining southern units north to join your main army near the middle.



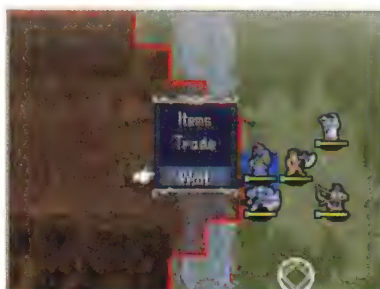
CAUTION



Never leave flying units within the attack range of Arrowspate-armed Ballisticians—these foes spell disaster for fliers.



Make no aggressive moves with your middle units, either. Simply advance Midia one space west, leaving her on the outskirts of the central mobile Ballistician's attack range. Your other central Paladin is within the mobile Ballistician's range; leave that Paladin be to draw the mobile Ballistician forward.



Place your northern group's Paladin just within range of the northern mobile Ballistician's attack range. This will draw the mobile Ballistician forward to attack during the Enemy Phase, luring him away from his stationary comrades. Move any vulnerable northern units south to join your main force near the middle.

Sure enough, both of the enemy's mobile Ballisticians advance to fire their respective weaponry at your Paladin lures. Neither will have a very good chance at striking your units, however—Ballisticians may sport great range and impressive damage, but their hit percentages leave something to be desired.

Rush 'N Attack



Next, advance your northern Paladin to strike at the advancing northern Ballistician. You'll find that Ballisticians are quite flimsy; with luck, you should be able to dispatch this one in a single strike. If you have another Paladin stationed up north, advance him.



annihilate the Ballistician, making sure to poise Midia at the edge of Astram's attack range so she can speak with him next turn. Advance the rest of your middle forces as far as you can, but don't leave any weak units within range of the Hoistflamme Ballistician if his attack could potentially defeat them.

CAUTION

There's a chance that Midia could be defeated during the Enemy Phase, as all three of the central Ballisticians will be able to fire on her. This is highly unlikely, though, because the two Stonehoist-armed Ballisticians have horrendous hit probabilities. Still, it's best to have one of your backup healers save your progress at the eastern savepoint before ending your turn, just in case the enemy gets lucky.

New Recruit: Astram



The enemy attacks as best they can during the Enemy Phase, but little is likely to come of it. Continue assaulting the southern and northern Ballisticians with Minerva and your northern Paladin(s), and continue advancing your central

forces westward, beginning with Midia. Have her speak with Astram to sway his powerful sword arm to your side. With Astram fighting for the League, things start to fall apart for Grust's famous Wooden Cavalry. Wipe out the Hoistflamme-armed Ballistician first, then see to the ones outfitted with Stonehoists. A pair of enemy Thieves should be approaching the central village by this point; eliminate them before they can raze the defenseless town.



New Recruit: Beck



Send Marth to visit the village after the surrounding Ballisticians have been wiped out to recruit a new Ballistician of your own named Beck. The Thunderbolt Beck's packing deals magical damage and is extremely effective against other

Routing the Wooden Cavalry



Ballisticians, so he'll be a big help during the final siege. You'll need to approach the castle with care, as the surrounding Ballisticians are stationed to defend one another. Sneak your northern Paladin(s) around to strike the northern Ballistician while advancing your central units to smash the ones in front. There's a spot just beneath the leading Ballistician that neither he nor the boss can fire upon; advance to this spot when striking the forward Ballistician, then move on to wipe out the boss.

CAUTION

Advancing Caeda and Minerva against the castle Ballisticians is risky, as one of these foes packs an Arrowspate. Make sure to neutralize this threat before advancing your fliers too far.

Boss: Grigas

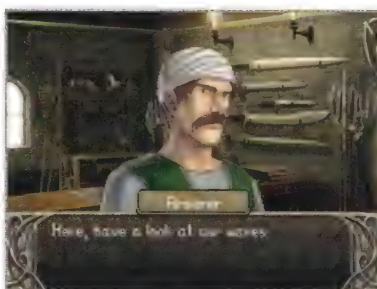


The mighty Pachyderm Grigas wields is as powerful as it is accurate—the very pinnacle of siege weaponry. Don't leave your forces exposed; close in quickly or Grigas will blast them to bits. Like all Ballisticians, Grigas has no defense

against close-range assaults, so simply swarm him with Paladins and wipe him out to win the day.

Armory

The region's armory offers a variety of steel goods, but again, don't buy too many goods if you can avoid it. You'll soon be acquiring a special item that grants you a half-price discount at every shop!



Armory

Icon	Item	Uses	Price	Description	Weapon	Mt	Hlt	Crit	Rng	Wt
	Silver Lance	20	2,200G	A lance whose mighty blows offset its steep price.	Lance B	13	90	0	1	6
	Steel Axe	35	700G	A weighty but more powerful axe.	Axe D	10	70	0	1	10
	Steel Bow	35	770G	A weighty but more powerful bow.	Bow D	8	80	0	2	8
	Steel Lance	35	980G	A weighty but more powerful lance.	Lance D	9	80	0	1	9
	Steel Sword	35	875G	A weighty but more powerful sword.	Sword D	8	90	0	1	8

Chapter 14—Land of Sorrow

Gra's betrayal of Altea years earlier had come as a shock, of course: Until that day they attacked Marth's kingdom in the name of Dolhr, Gra had been a trustworthy neighbor and ally. While the Altean army was out on an expedition Gra struck from the rear, annihilating the Altean soldiers, killing Marth's father, King Cornelius, and stealing the Falchion, the blade of light. It was a crushing blow.

Much time had passed since that sad day, and much had changed. Now it was Marth's turn to descend on Gra Bastion, and face King Jiol, the man who had robbed him of his father.

Enemies (22)

Map #	Name	Level	Amount	Gear
1	Archer	7	2	Longbow
2	Archer	7	3	Steel Bow
3	Ballistician	3	1	Stonehoist
4	Cavalier	7	2	Iron Lance
5	Cavalier	7	2	Steel Lance
6	Curate	7	1	Mend
7	Curate	12	1	Fortify
8	Jiol (General)	5	1	Silver Lance, Killer Bow
9	Knight	7	1	Iron Lance
10	Knight	7	2	Javelin
11	Knight	7	1	Ridersbane
12	Knight	7	1	Steel Lance
13	Knight	11	1	Silver Lance
14	Sniper	3	1	Silver Bow
15	Thief	7	1	Iron Sword, Silver Sword
16	Thief	9	1	Iron Sword, Vulnerary

Reinforcements (16)

Map #	Name	Level	Amount	Gear	Appearance
R1	Pegasus Knight	7	1	Javelin	Turns 7-14
R2	Pegasus Knight	7	1	Steel Lance	Turns 7-14

Loot

Map #	Name	Location
L1	Bullion (S)	Chest
L2	Silver Card	Chest
L3	Thoron	Village (visit with Marth)



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New Recruits




Catria

Class	LV	HP	Mov	Weapon Ranks	Gear
Pegasus Knight	5	20	8	Lances: C	Killer Lance

Str: 6
Mag: 2
Skill: 7
Spd: 13
Lck: 7
Def: 8
Res: 6

One of three skilled Pegasus Knights who flies under Princess Minerva, Catria flies in from the west during this battle, at the end of Turn 4's Enemy Phase. She flies directly toward Marth; have the Prince of Altea speak with Catria to recruit her to the League.



Palla

Class	LV	HP	Mov	Weapon Ranks	Gear
Pegasus Knight	8	22	8	Lances: B	Dragonpike

Str: 7
Mag: 2
Skill: 8
Spd: 13
Lck: 5
Def: 8
Res: 6

Palla is another Macedonian Pegasus Knight who yearns to be reunited with her princess, Minerva. She arrives alongside Catria; Ensure Marth speaks with Palla to add her considerable skill with a lance to your fold.

Battle Prep



Storming Gra Bastion feels like a vacation compared to that trying showdown against Grust's Wooden Cavalry. Because this is a siege effort, Ballisticians will serve you quite well, able to launch their weaponry over the bastion's walls

and gain some valuable EXP. Additional nuggets of wisdom include:

- Bring a Thief and position him close to the raised bridge near your army's starting point. Your Thief will be able to lower the bridge during your first turn, enabling your forces to storm the bastion with all speed.
- If you don't have a Thief, equip a unit with a Bridge Key or a Master Key and have that unit lower the bridge instead.
- Hammers and Armorslayers will come in handy against Gra's Knights. Ridersbanes will be of use when facing their Cavaliers.
- Place Caeda and Minerva to the east, ready to fly over and wipe out the twin Knights guarding a long hall. Ensure Minerva carries a Hammer to facilitate the effort.

Smashing Gra Bastion



Begin by moving your Thief (or Master Key-toting unit) to the foot of the nearby raised drawbridge. Select the "Bridge" option from the action menu to lower the bridge so your forces can cross.

With the bridge down, send a powerful unit such as Horace to smash apart the enemy Ballistician standing on the opposite side. This unit is now poised to defend the bridge; mass the rest of your ground forces behind him so you can advance in force next turn.



CAUTION

Don't leave any Paladins or Cavaliers exposed—one of the nearby Knights wields a Ridersbane!



No need for Minerva and Caeda to wait with the others; fly them south to assault the eastern pair of Knights, who guard a long corridor. Armed with Hammer and Wing Spear, your fliers will make short work of these two.

Cross the bridge during Turn 2, smashing through the enemy Knights if they've moved to block your path. Poise one unit as bait to lure in the nearby pair of Cavaliers, wiping out both on your next turn. Advance Minerva and Caeda also, drawing in another Cavalier duo to be dispatched on Turn 3.



Archers on High



A cluster of enemy Archers guards the northeast rampart and must be dealt with. After dispatching the Cavaliers continue advancing your main force toward these marksmen. Send Paladins scampering up the stairs to confront them once

you're within range, and blast them with artillery fire. Be sure to dispatch the Cleric up here, too.



It's important to defeat the Archers before Palla and Catria arrive—these fliers are prime targets for enemy arrow shooters. (Palla and Catria appear where the enemy reinforcements emerge; they arrive during the Enemy Phase of Turn 4.)

Advance Minerva and Caeda southward after eliminating their pair of Cavaliers, sending them to thwart the enemy Thief before he reaches the bastion's southeast treasure room. You don't want him opening the door and freeing the dangerous Sniper beyond!

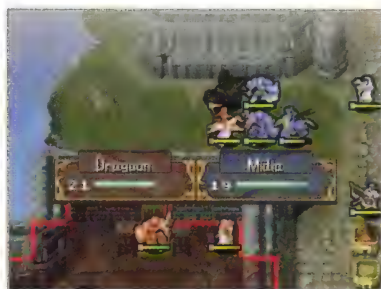


New Recruits: Palla and Catria



Marth speak with them both to recruit these gifted combatants to your side.

More Pegasus Knights eventually arrive, but these ones have no intention of being re-recruited! Starting with the Enemy Phase of Turn 7, pairs of reinforcement Pegasus Knights begin to emerge from the same spot where Palla and Catria appeared. Leave some defenders to choke off the narrow passage leading into the bastion, holding the reinforcements at bay while you mount for the final press.



Assaulting the Throne Room



advancing and then eliminating them when they draw near.

TIP Avoid shopping at the bastion's vendor and armory until you've claimed the Silver Card from one of the stronghold's treasure chests. This prized item gives you a half-price discount at every shop you visit! (Not including the Battle Prep armory.)

Boss: King Jiol

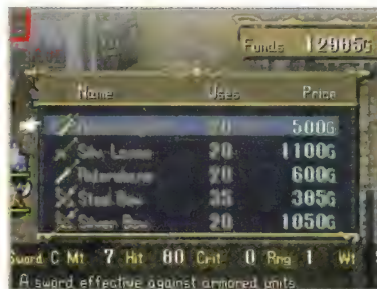


down, then advance a unit with anti-armor weaponry (Hammer, Armorslayer, Wing Spear, or Rapier) to serve Jiol his just desserts.

The time has finally come to repay King Jiol for his traitorous assault against Altea all those years ago. Jiol is armed with a Silver Lance but also carries a Javelin, so open with ranged attacks during your first round of combat to wear him

Obtaining the Silver Card

Before seizing the throne of Gra, send your Thief and a few worthy melee specialists east to secure the bastion's treasury. Open the chests there to obtain some Bullion (S) and a Silver Card, which grants its bearer a half-price discount at armories and vendors!



Try out your newfound Silver Card at the central vendor and armory, purchasing a variety of valuable goods at bargain prices. Be sure to stock up on multiple Ridersbanes, as they'll be invaluable when combating Grust's legions of mounted forces. Also purchase some more Armorslayers, Silver Lances, and Silver Bows—enough for all your units, with extras to spare for new recruits.

Armory

Icon	Item	Uses	Price	Description	Weapon Rank	Mt	Hit	Crit	Rng	Wt
	Armorslayer	20	1,000G	A sword effective against armored units.	Sword C	7	80	0	1	9
	Ridersbane	20	1,200G	A lance effective against cavalry.	Lance C	8	70	0	1	10
	Silver Bow	20	2,100G	A bow whose might offsets its steep price.	Bow B	12	90	0	2	5
	Silver Lance	20	2,200G	A lance whose mighty blows offset its steep price.	Lance B	13	90	0	1	6
	Steel Bow	35	770G	A weighty but more powerful bow.	Bow D	8	80	0	2	8

Vendor

Icon	Item	Uses	Price	Description	Weapon Rank	Mt	Hit	Crit	Rng	Wt
	Door Key	1	500G	A key used to open a door.	--	--	--	--	--	--
	Heal	20	800G	A staff used to restore HP to an adjacent ally.	Staff E	--	--	--	1	--
	Pure Water	3	600G	Medicine that boosts resistance. The effect lessens with each passing turn.	--	--	--	--	--	--
	Thunder	21	420G	Magic used to attack with lightning.	Tome E	6	90	0	1-2	2
	Vulnerary	3	360G	Medicine that restores HP.	--	--	--	--	--	--

Just Visiting



pay the locals a visit. The mysterious character you encounter here seems to know Bishop Boah and hands Marth a Thoron tome—powerful magic, indeed!

You have one final task to fulfill here before sealing Gra's fate. While your Thief sets about securing the Silver Card, simultaneously advance Marth toward the region's northeast village (or simply transport him there via the Warp staff) to

Chapter 15—An Oasis of Magic

Khadein, city of magic. Ever since Gharnef named himself ruler of this mecca for the magically inclined, the sands surrounding it had run red. Many knights had tried to oust Gharnef, but what defense did they have against the mages the fiend had bent to his purpose? One by one the heroes fell to blades unseen and fires within their armor; and it was not long at all before Khadein's wickedness outstripped its wisdom.

Enemies (19)

Map #	Name	Level	Amount	Gear
1	Bishop	3	1	Thunder
2	Bishop	5	1	Swarm
3	Curate	7	3	Mend
4	Dracoknight	3	4	Javelin
5	Gharnef (Sorcerer)	15	1	Imhullu
6	Mage	5	1	Thunder
7	Mage	7	2	Blizzard
8	Mage	7	2	Fire
9	Mage	9	2	Blizzard
10	Mage	9	1	Thunder
11	Thief	5	1	Iron Sword, Recover

Reinforcements (11)

Map #	Name	Level	Amount	Gear	Appearance
R1	Mage	7	1	Fire	Turns 4-9
R2	Dracoknight	3	1	Javelin	Turns 7, 11, and 13
R3	Mage	7	1	Blizzard	Turns 9 and 13

Loot

Map #	Name	Location
L1	Energy Drop	Chest
L2	Talisman	Chest

NOTE No new units can be recruited during this chapter.

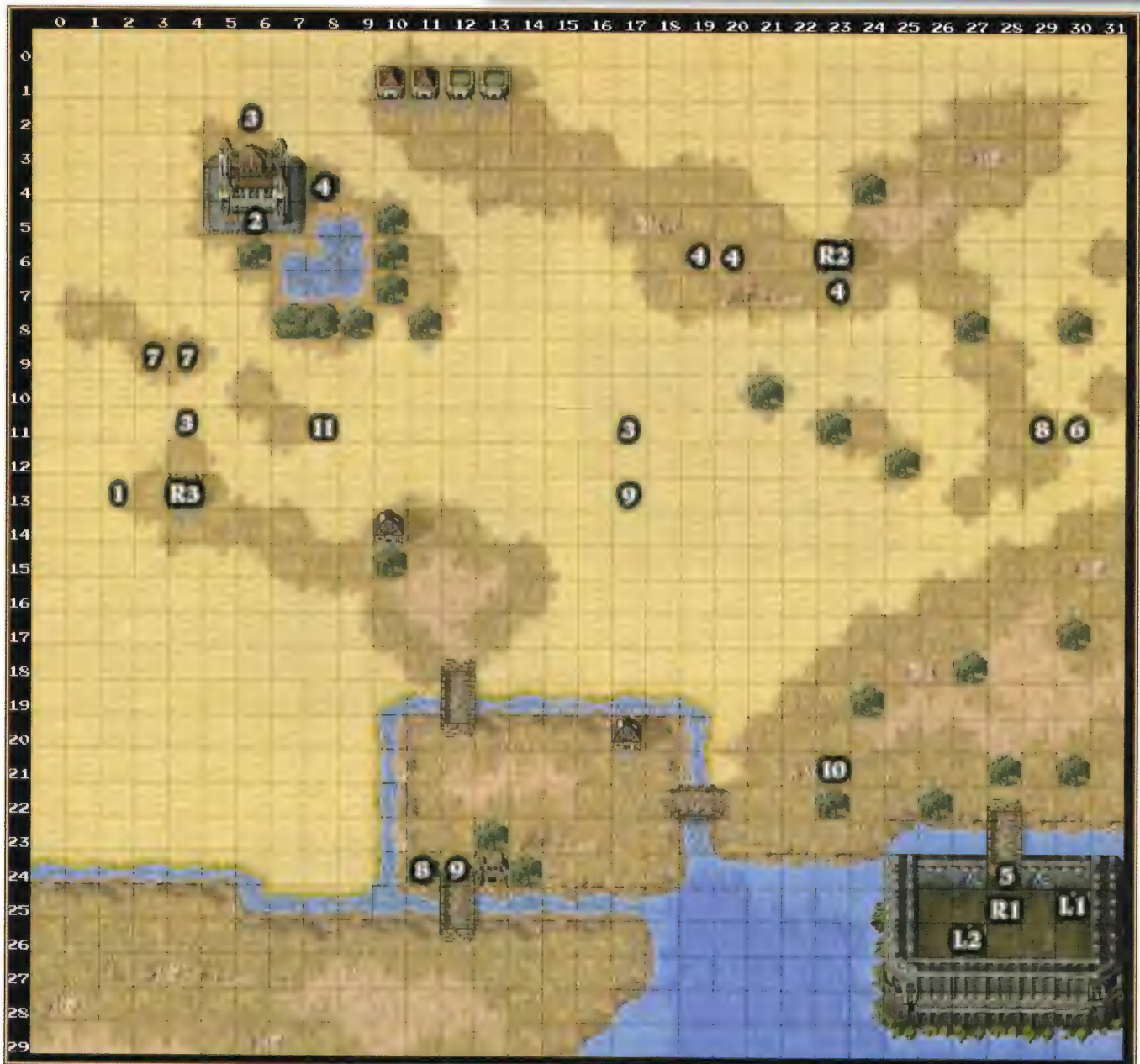


Battle Prep



Khadein is a barren desert filled with enemy magic users. Movement is reduced while traversing the desert sands, so include plenty of mounted and flying units to gain an edge in mobility. A few more important tips:

03: Campaign Walkthrough



- Scan your units' Res stats and bring whichever unit has the highest. This unit will be instrumental in holding Gharnef at bay, which is all you can do against Gharnef in this battle—the villain cannot be harmed, as his vile Imhullu magic nullifies all damage dealt against him.
- Equip your anti-Gharnef unit with Pure Water to further add to his or her Res. Also, bring a healer armed with a Barrier staff to support your anti-Gharnef defender.

- Ballisticians are of use here, as they can out strike the more dangerous enemy magic wielders. It'll take time to maneuver them into range, of course, so station them close to the forward bridge. Make sure one is armed with an Arrowspate to counter the enemy's Dracoknights.
- Bow users are helpful for bringing down enemy Dracoknights, also.

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Central Plains Scramble



Your first priority in Khadein is to overtake the nearby plains, which are surrounded by rivers and only accessible by bridges. This will give your army a secure staging area from which to branch out. Slay the two Mages that guard the bridge you must cross to reach the central plains.

Gharnef moves toward your army during the Enemy Phase, but he's still got some ground to cover. Don't advance vulnerable units too far into the plains on your second turn; the enemy Dracoknights have most of the area covered. Advance your anti-Gharnef unit as close as is safe to do so, placing sturdier units just within the Dracoknights' attack range to lure them. Dispatch the Dracoknights with arrows during Turn 3.



Keeping Gharnef in Check



Gharnef has the upper hand in this battle; his Imhullu magic is quite lethal to low-Res victims, and it happens to negate all damage inflicted against him. Your best bet is therefore to hold the nefarious sorcerer at bay. To do this, advance your best high-Res unit to plug up the eastern bridge, using Pure Water or the Barrier staff to bolster the unit's Res stat even more. Now Gharnef will have a tough time dealing damage.



Leave a healer to support your anti-Gharnef unit with curatives and Res buffs as needed. Station your Ballisticians close by as well, keeping them out of Gharnef's range but close enough to lob attacks at enemy reinforcements who are soon

to arrive from the east. With the eastern bridge secured, begin advancing the bulk of your army north, wiping out a Thief on your way toward the northern palace.

NOTE Gharnef eventually leaves the battlefield during the Enemy Phase of Turn 6.



Securing the Sands



savepoint to distance him from the Mages to the north.

Fliers have the advantage when crossing the desert, as the shifting sands make for poor mobility. Send out Minerva, Caeda, Palla, and Catria, along with your Paladins, to dispatch the enemy magic wielders. You may wish to lure the Sage near the



CAUTION



Beware the Sage that defends the palace—this enemy's Swarm spell boasts an attack range as great as a Ballistician's! Dracoknights such as Minerva can close the distance and combat this foe without taking a scratch.



While your fliers move on the palace, send your bow wielders and Paladins northeast, advancing on the enemy fort from which reinforcement Dracoknights will emerge during the Enemy Phase of Turns 7, 11, and 13. When a chance

permits, march some of these forces eastward to wipe out the eastern Mages, also.

Desert Treasure



Enemy Mages will stop pouring out from the southeastern stronghold after Turn 9. That's your chance to send Marth east to crack open a pair of treasure chests! Do so to claim a few worthy goods used to enhance your units' stats.

TIP Send a healer along with Marth so you can warp him over to the palace after he loots the chests.

Exit: Gharnef



Gharnef is technically the boss of this chapter, and although he's invincible, he chooses to abandon the fight during the Enemy Phase of Turn 6. Simply hold strong until the evil Sorcerer flees, then seize the palace whenever you're ready.

Desert Bazaar



Don't leave the desert until you've checked out the many shops to the north—there are many quality goods to be had!

Armory A (E)

Icon	Item	Uses	Price	Description	Weapon Rank	Atk	Hit	Crit	Rng	Wt
	Silver Axe	20	1,600G	An axe whose mighty blows offset its steep price.	Axe B	14	80	0	1	7
	Silver Bow	20	2,100G	A bow whose might offsets its steep price.	Bow B	12	90	0	2	5
	Steel Axe	35	700G	A weighty but more powerful axe.	Axe D	10	70	0	1	10
	Steel Bow	35	770G	A weighty but more powerful bow.	Bow D	8	80	0	2	8
	Steel Lance	35	980G	A weighty but more powerful lance.	Lance D	9	80	0	1	9
	Steel Sword	35	875G	A weighty but more powerful sword.	Sword D	8	90	0	1	8

Armory B (W)

Icon	Item	Uses	Price	Description	Weapon Rank	Atk	Hit	Crit	Rng	Wt
	Armor-slayer	20	1,000G	A sword effective against armored units.	Sword C	7	80	0	1	9
	Javelin	30	750G	A throwing spear used to attack enemies indirectly.	Lance D	7	70	0	1-2	7
	Killing Edge	20	1,500G	A sword whose design yields frequent critical hits.	Sword C	8	90	20	1	6
	Rapier	28	1,120G	Strong against cavalry/armored units. For Marth.	Sword E	5	100	10	1	4
	Ridersbane	20	1,200G	A lance effective against cavalry.	Lance C	8	70	0	1	10

Vendor A (E)

Icon	Item	Uses	Price	Description	Weapon Rank	Atk	Hit	Crit	Rng	Wt
	Heal	20	800G	A staff used to restore HP to an adjacent ally.	Staff E	--	--	--	1	--
	Mend	16	1,280G	Greatly restores HP to an adjacent ally.	Staff D	--	--	--	1	--
	Vulnerary	3	360G	Medicine that restores HP.	--	--	--	--	--	--
	Pure Water	3	600G	Medicine that boosts resistance. The effect lessens with each passing turn.	--	--	--	--	--	--

Vendor B (W)

Icon	Item	Uses	Price	Description	Weapon Rank	Atk	Hit	Crit	Rng	Wt
	Blizzard	23	690G	Potent magic used to attack with ice.	Tome D	7	80	5	1-2	2
	Bolganone	13	1,690G	Superior magic used to attack with flames.	Tome C	12	70	0	1-2	4
	Elfire	18	1,260G	Potent magic used to attack with flames.	Tome D	9	80	0	1-2	3
	Fire	25	300G	Magic used to attack with flames.	Tome E	5	100	0	1-2	1
	Thunder	21	420G	Magic used to attack with lightning.	Tome E	6	90	0	1-2	2

Chapter 16—The Battle for Altea

Still smarting from their bitter experience with Gharnef and the dark magic Imhullu, Prince Marth and the League regrouped and marched south—home—to Altea. Once Marth's kingdom had been beautiful, blessed with rich soil and clear waters; now the eyes tended to notice instead the barren farms, the ruins, the forlorn stares. Marth vowed to free Altea from its torment without any further delay.

Enemies (20)

Map #	Name	Level	Amount	Gear
1	Cavalier	6	1	Ridersbane
2	Cavalier	8	2	Javelin
3	Cavalier	8	1	Steel Sword


4	Cavalier	10	1	Armorslayer
5	Cavalier	10	1	Ridersbane
6	Curate	8	1	Fortify
7	Dracoknight	6	1	Iron Lance
8	Dracoknight	6	1	Poleax
9	Dracoknight	6	1	Ridersbane
10	General	2	1	Steel Lance
11	Hero	4	1	Silver Sword
12	Hero	4	1	Levin Sword, Master Seal
13	Hollstadt (General)	7	1	Killer Bow, Killer Lance, Dracoshield
14	Horseman	6	2	Steel Bow
15	Horseman	8	1	Killer Bow
16	Paladin	4	1	Silver Lance
17	Thief	10	1	Iron Sword
18	Xane (Freelancer)	1	1	Iron Sword



Reinforcements (18)

Map #	Name	Level	Amount	Gear	Appearance
R1	Cavalier	8	1	Iron Lance	Turns 10, 13, and 16
R2	Cavalier	8	1	Steel Sword	Turns 10, 13, and 16
R3	Cavalier	10	1	Javelin	Turns 10, 13, and 16
R4	Horseman	8	1	Steel Bow	Turns 10, 13, and 16
R5	Horseman	10	1	Silver Bow	Turns 10, 13, and 16
R6	Knight	8	1	Iron Lance	Turns 10, 13, and 16

New Recruits



Arran

Class	LV	HP	Mov	Weapon Ranks	Gear
Paladin	10	24	10	Lances: A; Swords: D	Killer Lance; Silver Lance

Str: 8
Mag: 1
Skill: 8
Spd: 11
Lck: 4
Def: 10
Res: 6

Arran is a Paladin who boasts total mastery over the lance. His village has been feuding with Samson's for ages, however, and he won't join Marth's army if Samson has been recruited. Steer Marth toward Altea's western village to speak with and recruit Arran, but only if you do not wish to recruit Samson.



Samson

Class	LV	HP	Mov	Weapon Ranks	Gear
Hero	10	24	8	Axes: B; Swords: D	Silver Axe; Vulnerable

Str: 10
Mag: 1
Skill: 14
Spd: 16
Lck: 7
Def: 9
Res: 3

Samson is a mighty Hero with great skill wielding axes. His village has been locked in a feud with Arran's for quite some time, though, and he won't join the League if Arran's been recruited. Visit Altea's eastern village to add Samson to your ranks instead of Arran.



Xane

Class	LV	HP	Mov	Weapon Ranks	Gear
Freelancer	1	18	6	N/A	Iron Sword

Str: 2
Mag: 1
Skill: 2
Spd: 8
Lck: 9
Def: 4
Res: 10

Xane is trapped in Altea's prison. As a Freelancer, Xane has the unique ability to imitate any of your characters (except Manaketes), gaining all of that character's stats and abilities for five turns before the effect wears off. Fight your way to Xane and have Marth speak with the Freelancer to enlist his exceptional talents.

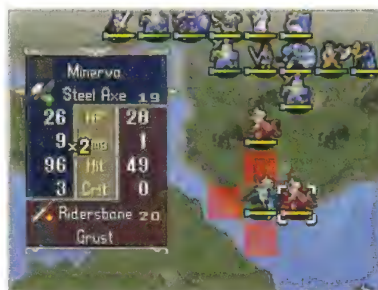
Battle Prep

Reclaiming Altea is vitally important to Marth, but the battle isn't as difficult as you might expect. Follow these key tips to win the day with ease:



- You'll be blocking off bridges throughout this battle. Bring Knights and Generals to help you hold the lines.
- Grust's army is largely made up of mounted units—Horsemen and Cavaliers. Equip your forces with plenty of Ridersbanes to make short work of them.
- Bring your finest bow wielding units to pluck Grust's Dracoknights from the sky.
- Include a Thief if you plan to free Xane from prison.

The Long March Home



There's plenty of ground to cover, so hurry your forces across the western bridge. You'll be circling around the region, moving counterclockwise en route to Altea Castle. Keep your units out of the nearby enemy Dracoknight's attack range

and prepare to dispatch these fliers next turn, after they've advanced across the sea.

CAUTION

One of Grust's Dracoknights carries a Ridersbane and another wields a Poleax. These weapons are extremely dangerous to Cavaliers, Horsemen, and Paladins, so keep your mounted units out of the fray.

New Recruit: Arran or Samson



Two villages stand next to each other beyond the first bridge. The two townships have been feuding for ages, so if Marth visits one village, the other will close its doors to him. Visit the eastern village to recruit a Hero named Samson,

or pop into the western village to add a Paladin named Arran to your ranks. You cannot recruit both units, so choose wisely.

TIP Examine Arran and Samson's stats and abilities in the New Recruits sidebar, and consider which one is the better fit for your army.

Clash in Altea

It isn't long before your forces meet with Grust's advancing cavalry. Use Ridersbanes and other powerful weaponry to cut them down without mercy.



CAUTION

One of the enemy Cavaliers wields a Ridersbane. Wipe him out before your mounted units become his target!



A mighty General follows in the wake of the Grust cavalry. Dispatch this worthy foe with ranged attacks, or use Hammers or Armorslayers to smash him even faster.



A trio of enemy Cavaliers awaits across the next bridge. Draw them by placing a tough unit within range of the nearest Cavalier, then crush all three after they approach. Beware: One of these units wields a Ridersbane.

Northern Reinforcements

Legions of enemy Cavaliers and Horsemen emerge from the north-eastern forts during the Enemy Phase of Turns 10, 13, and 16, so you may want to leave a few burly units to choke off the northern bridges and block their advance. Support these units with a healer and they'll have no trouble keeping these reinforcements in check.



Altea Market



Equip a unit with the Silver Card and send it to explore the many shops at the region's central isle. A host of goods is offered here, and there's even an arena to help you score some extra EXP and gold.

Armory A (N)

Icon	Item	Uses	Price	Description	Weapon	MI	Hit	Crit	Rng	W
Rank										
	Armor-slayer	20	1,000G	A sword effective against armored units.	Sword C	7	80	0	1	9
	Hand Axe	30	540G	A throwing axe used to attack enemies indirectly.	Axe D	8	60	0	1-2	8
	Javelin	30	750G	A throwing spear used to attack enemies indirectly.	Lance D	7	70	0	1-2	7
	Wing Spear	28	1,120G	Strong against cavalry/armored units. For Caeda.	Lance E	8	90	10	1	4

Armory B (S)

Icon	Item	Uses	Price	Description	Weapon Rank	Mt	Hit	Crit	Rng	Wt
	Silver Axe	20	1,600G	An axe whose mighty blows offset its steep price.	Axe B	14	80	0	1	7
	Silver Bow	20	2,100G	A bow whose might offsets its steep price.	Bow B	12	90	0	2	5
	Silver Lance	20	2,200G	A lance whose mighty blows offset its steep price.	Lance B	13	90	0	1	6
	Silver Sword	20	2,000G	A sword whose mighty blows offset its steep price.	Sword B	12	100	0	1	5
	Steel Axe	35	700G	A weighty but more powerful axe.	Axe D	10	70	0	1	10
	Steel Bow	35	770G	A weighty but more powerful bow.	Bow D	8	80	0	2	8

Vendor A (N)

Icon	Item	Uses	Price	Description	Weapon Rank	Mt	Hit	Crit	Rng	Wt
	Door Key	1	500G	A key used to open a door.	--	--	--	--	--	--
	Heal	20	800G	A staff used to restore HP to an adjacent ally.	Staff E	--	--	--	1	--
	Mend	16	1,280G	Greatly restores HP to an adjacent ally.	Staff D	--	--	--	1	--
	Recover	13	1,690G	Completely restores HP to an adjacent ally.	Staff B	--	--	--	1	--
	Vulnerary	3	360G	Medicine that restores HP.	--	--	--	--	--	--

Vendor B (S)

Icon	Item	Uses	Price	Description	Weapon Rank	Mt	Hit	Crit	Rng	Wt
	Blizzard	23	690G	Potent magic used to attack with ice.	Tome D	7	80	5	1-2	2
	Bolganone	13	1,690G	Superior magic used to attack with flames.	Tome C	12	70	0	1-2	4
	Elfire	18	1,260G	Potent magic used to attack with flames.	Tome D	9	80	0	1-2	3
	Fire	25	300G	Magic used to attack with flames.	Tome E	5	100	0	1-2	1
	Thunder	21	420G	Magic used to attack with lightning.	Tome E	6	90	0	1-2	2

New Recruit: Xane



Before advancing on Altea Castle, send a small force east to free Xane from captivity. Dispatch the Hero opposite the prison's southern door with indirect attacks, then use a Thief, Door Key, or Master Key to open the door.

Advance a swift unit to dispatch the other Hero inside the prison, then send in Marth to speak with Xane. The young Freelancer is happy to lend the League his unique imitation talents.



NOTE Xane can imitate any of your units, becoming an exact copy of the unit and gaining all its stats and abilities. Imitating a unit ends Xane's turn, however, and he reverts back to his normal self after five turns have passed.

Boss: Hollstadt

Lure Hollstadt's remaining guards to their doom by funneling them across the narrow bridge south of the castle. This makes them much easier to deal with, but beware the reinforcements that hail from the central forts during the Enemy Phase of Turns 10, 13, and 16.



With the region cleansed of Grust's forces, advance on the boss, a General named Hollstadt. Hollstadt wields a Killer Lance and a Killer Bow, so save your progress at the nearby savepoint before engaging him. The brute's thick armor is best cracked with Hammers, Armorslayers, Caeda's Wing Spear, and Marth's Rapier.



Chapter 17—Star and Savior

The League had routed Hollstadt's knights and recaptured most of the kingdom, but there was still the castle to deal with before Altea would be free; the mage-dragon Morzas remained entrenched within its walls. Unlike General Camus who preceded him, Morzas had been a cruel warden, slaughtering many innocent Alteans at the slightest provocation. Marth roiled to think such a monster still sat upon his noble father's throne.



Enemies (19)

Map #	Name	Level	Amount	Gear
1	Bishop	4	1	Swarm
2	Bishop	4	1	Blizzard, Fortify
3	Bishop	4	1	Fire, Fortify, VIP Card
4	Hero	4	1	Steel Axe
5	Knight	8	3	Javelin
6	Knight	10	1	Javelin
7	Mage	8	1	Bolganone
8	Mage	8	1	Fire
9	Mage	8	1	Elfire
10	Mage	10	1	Elfire
11	Manakete	12	1	Firestone
12	Manakete	12	1	Firestone
13	Morzas (Manakete)	15	1	Magestone, Speed-wings
14	Sniper	4	1	Killer Bow
15	Sniper	4	1	Steel Bow
16	Thief	10	1	Iron Sword
17	Thief	12	1	Iron Sword, Door Key

Reinforcements (20)

Map #	Name	Level	Amount	Gear	Appearance
R1	Cavalier	8	1	Steel Sword	Triggered (will appear for 10 turns once triggered)
R2	Knight	6	1	Javelin	Triggered (will appear for 10 turns once triggered)

Loot

Map #	Name	Location
L1	Devil Sword	Chest
L2	Dracoshield	Chest
L3	Killer Bow	Chest
L4	Master Seal	Chest
L5	Secret Book	Chest
L6	Silver Axe	Chest
L7	Warp	Chest

NOTE No new units can be recruited during this chapter.



Battle Prep

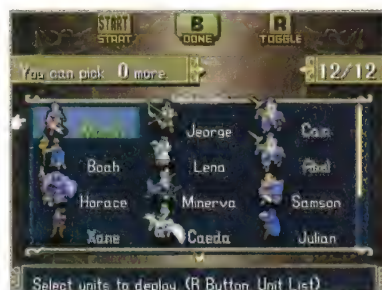


The divided nature of Grust's forces inside Altea Castle makes reclaiming Marth's former home a relatively easy matter. Follow these few tips to gain an advantage:

- Grust has no cavalry inside the castle, so remove all Ridersbanes from your characters' inventories. Outfit units with anti-armor weaponry instead to combat the enemy's numerous Knights.
- Several dangerous Manaketes guard the castle's halls, so bring enough units to wield all the Wyrmslayers and Dragonpikes you've acquired up to this point.
- As ever, Knights and Generals are ideal for blocking up tight passages within cluttered castles such as this one. Ballisticians can wreak havoc on many vulnerable targets as well, especially enemy magic users.
- Bring a Thief along so you can open the door to the throne room without spending a key.

Secret Chapter Alert!

If you wish to visit a special chapter (Chapter 17x) after this battle, you must have 15 or fewer units under your command by the end of Chapter 17. The main reason to visit Chapter 17x is to collect valuable treasure and recruit a gifted Sorcerer named Etzel.



Depending on how well you've fared in previous battles, you may need to sacrifice several units during this stage in order to visit Chapter 17x. Count up your units during the battle prep, and if you have more than 15, decide which ones you wish to sacrifice and include them in your army. Look to sacrifice inexperienced units first (anyone you haven't used much), but avoid sacrificing Bantu and Caeda, as these two are needed to recruit other special characters in battles to come. Avoid sacrificing Lena as well; she is the only one who can wield the Hammerne staff to repair weapons.

Purging Altea Castle

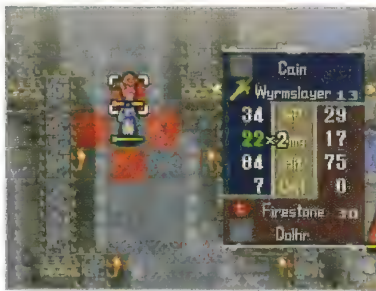


range of the Mages that guard the loot.

The castle treasury's your first target; you don't want Grust's Thieves making off with Altean riches. Advance the bulk of your forces into the narrow corridor leading toward the chest-filled chamber, but don't leave anyone within

TIP Have your Ballisticians bombard the Mages from range, neatly dispatching them.

While most of your army hustles toward the chests, send a few strong units armed with anti-dragon weapons to dispatch the Manakete in the northern hall. The Combat Forecast shows how effective Wyrmslayers and Dragonpikes are against the dragonkin.



Draw out and defeat the Sniper, then advance toward the treasury's final guardians—a pair of Mages. Eliminate these final threats so Marth and your Thief may loot the surrounding chests without fear.

CAUTION

Use care when advancing units up the north hall; the enemy Bishop in the throne room can strike several spaces in the hall with his sweeping Swarm spell.



Two Knights move to halt your main army's progress toward the treasury. Smash them with anti-armor attacks, but continue to keep your units clear of the attack range of the nearby Sniper and Mages.

Speaking of Mages, one advances into the northern hall to harass your smaller party. Wipe him out before he can cause any trouble during the Enemy Phase, then continue advancing toward the Manakete in the castle's northwest corner—your group's next victim.



Securing the Treasury



After your main force slays the Knights, have them lure the Hero away from the treasury Sniper so you can crush him. Wipe out the Thieves as they flee the treasury to reclaim the loot they stole. Save your progress at the nearby savepoint, then pick a strong unit to use as bait for the Sniper.

Storming the Throne Room



Begin shuffling your army toward the throne room while Marth and your Thief secure Altea's royal plunder. Mass your forces near the chamber door, but don't leave any units exposed to the enemy Bishop's far-reaching Swarm magic. Heal your wounded as you prepare for the final battle.

TIP Blast the throne room's many magic wielders with Ballisticians while you wait, but keep them clear of that Bishop's Swarm spell.



Numerous enemies guard the throne room, but a massive statue keeps the Sniper and two eastern Bishops at bay. Save your progress, then advance your Thief to open the chamber door. Immediately flood the throne room with your strongest units, aiming to dispatch the Bishop, Mage, and two Knights in one well-orchestrated assault.

CAUTION

The eastern Sniper and Bishops can launch their attacks across the statue, so keep tabs on them and don't leave any of your units exposed.

Triggered Reinforcements

Crossing into the throne room triggers one Knight and one Cavalier to appear near the eastern Sniper and Bishops each turn for a full 10 turns. You don't have to face all 20 of these reinforcements if you don't want to, however: Dispatching the boss stems the tide.



TIP The enemy reinforcements have to make the long journey around the throne to reach your army, and the northern narrow is a great place to hold them off while your army wipes them out. Let the reinforcements come and defeat each one to spread EXP among your legion.

Boss: Morzas



The time has come for this vile Manakete to pay for his crimes. Morzas has no means of defending himself against long-range attacks, so simply batter him with indirect blows. Milk EXP from Morzas until the fiend finally falls.

Secret Shop

One of the eastern Bishops coughs up a very special item when defeated—the VIP Card. Load up a unit with the VIP Card and Silver Card, then move that unit to the notch in the north wall that's directly behind the throne. Doing so grants you access to a very special shop!



The secret shop sports a variety of special weapons, so take the time to sell unwanted goods and load up on loot. Wymslayers and Dragonpikes are hot items here—make sure to buy plenty of each for battles to come. Poleaxes

are sound investments as well—even if you've bought lots of Ridersbanes, these anti-cavalry arms allow axe specialists to assist lance wielders in repelling mounted units (a fantastic buy for Minerva). Lastly, the Longbow allows your Archers and Snipers to strike targets up to three spaces away. This enables them to out-range spell slingers and other indirect attackers, pelting them with arrows without fear of counterattack.

NOTE This shop only carries three of each item.



Secret Shop

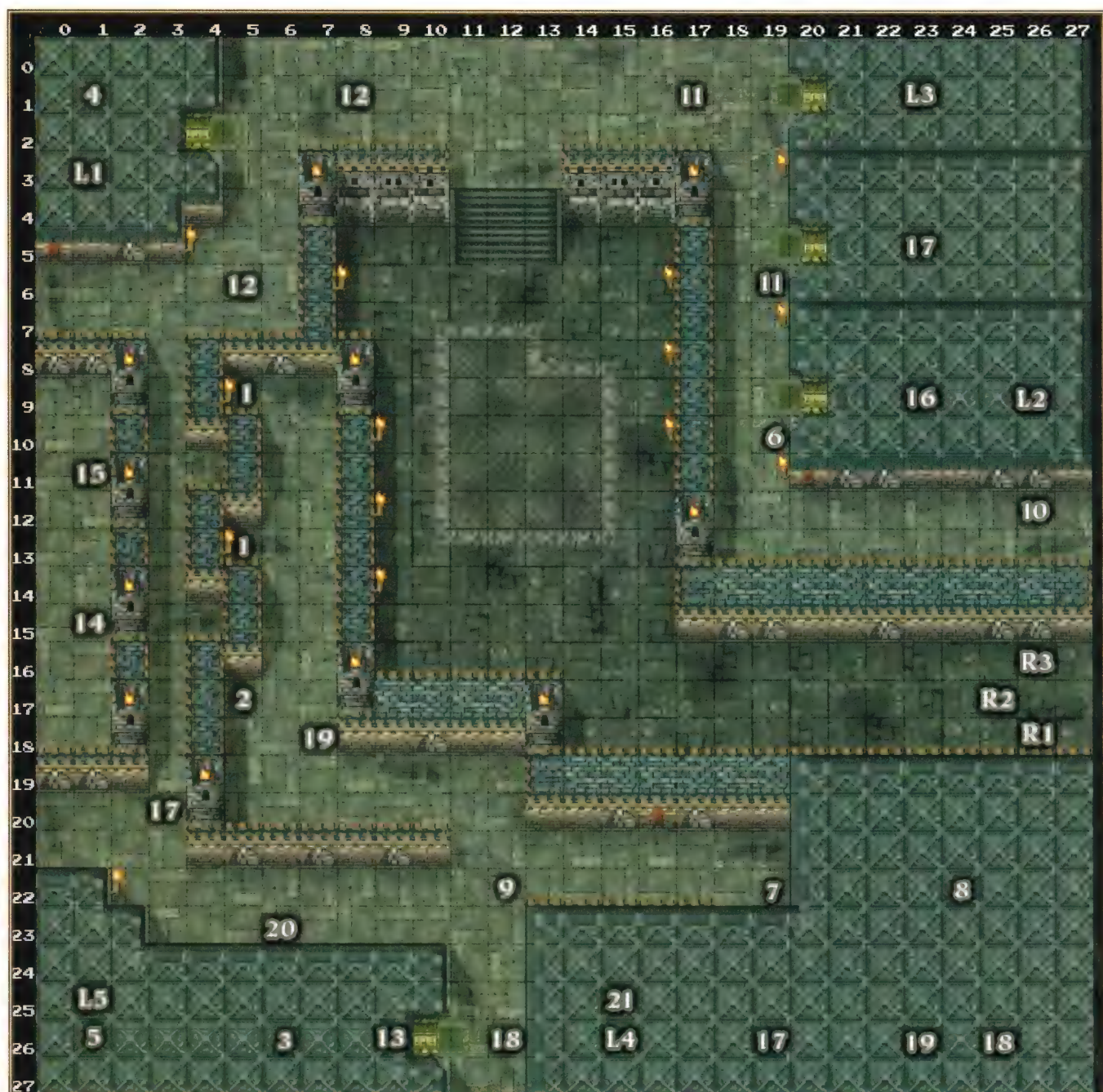
Icon	Item	Uses	Price	Description	Weapon	Rank	Mt	Hit	Crit	Eng	Wt
	Dragon-pike (x3)	15	1,350G	A lance effective against dragons.	Lance C	8	70	0	1	10	
	Killer Axe (x3)	20	1,400G	An axe whose design yields frequent critical hits.	Axe C	10	70	20	1	7	
	Killer Bow (x3)	20	1,600G	A bow whose design yields frequent critical hits.	Bow C	8	80	20	2	6	
	Killer Lance (x3)	20	1,800G	A lance whose design yields frequent critical hits.	Lance C	9	80	20	1	6	
	Killing Edge (x3)	20	1,500G	A sword whose design yields frequent critical hits.	Sword C	8	90	20	1	6	
	Long-bow (x3)	25	2,000G	A bow with great range used to strike distant foes.	Bow C	8	70	0	2-3	8	
	Poleax (x3)	15	1,050G	An axe weapon effective against cavalry.	Axe C	9	60	0	1	11	
	Wyrmslayer (x3)	15	1,200G	A sword effective against dragons.	Sword C	7	80	0	1	9	

Chapter 17x—Prisoner of Helena

At long last, Altea was free again. Marth took the League to Helena Castle in the north, an old fortress and key supply point during Dolhr and Grust's occupation. There he meant to seize the last of the enemy's gold and provisions—but Grust would not give up the castle without a fight...

Enemies (28)

Map #	Name	Level	Amount	Gear
1	Archer	10	2	Steel Bow
2	Bishop	2	1	Bolganone
3	Bishop	4	1	Fire, Fortify
4	Bishop	4	1	Elfire
5	Bishop	4	1	Swarm
6	Cavalier	8	1	Steel Lance
7	Cavalier	8	1	Steel Sword
8	Dactyl (General)	7	1	Silver Lance, Javelin
9	Hero	4	1	Steel Axe
10	Horseman	4	1	Steel Bow
11	Knight	8	2	Javelin
12	Knight	8	2	Steel Lance



03: Campaign Walkthrough

Map #	Name	Level	Amount	Gear
13	Knight	10	1	Javelin
14	Mage	8	1	Fire
15	Mage	8	1	Thunder
16	Mage	10	1	Blizzard
17	Manakete	5	3	Firestone
18	Mercenary	10	2	Iron Sword
19	Mercenary	10	2	Steel Sword
20	Sniper	4	1	Killer Bow
21	Sniper	4	1	Silver Bow


Reinforcements (9)

Map #	Name	Level	Amount	Gear	Appearance
R1	Paladin	8	1	Javelin	Turns 9, 13, and 17
R2	Paladin	8	1	Killer Lance	Turns 9, 13, and 17
R3	Paladin	10	1	Javelin	Turns 9, 13, and 17

Loot

Map #	Name	Location
L1	Longbow	Chest
L2	Poleax	Chest
L3	Warp	Chest
L4	Wing Spear	Chest
L5	Wo Dao	Chest

New Recruits



Etzel

Class	LV	HP	Mov	Weapon Ranks	Gear
Sorcerer	6	30	6	Staves: D; Tomes: B	Elfire

Str: 2
Mag: 11
Skill: 14
Spd: 9
Lck: 7
Def: 7
Res: 12

Etzel is an incredibly powerful Sorcerer with fantastic Mag and Res ratings. The enemy forces Etzel to confront the League during Chapter 17x, but if Marth keeps his forces away from Etzel throughout the battle, the young Sorcerer will join his army at the end of the chapter.

Battle Prep

Clearing Helena Castle isn't a difficult task, so long as you consider the following precautions:

- You face a mixture of enemies within the castle, so outfit each of your units with an array of different weapons. Give Armorslayers and Wyrmslayers to sword wielders, Dragonpikes and Ridersbanes to lance wielders, and Hammers and Poleaxes to axe users.
- Ballisticians will simplify this battle a great deal. They're particularly useful for clearing enemies



from the narrow west and south corridors. Bring both Jake and Beck if you've recruited them, and consider bringing Xane, having him imitate your best Ballistician to form an unstoppable artillery division.

- Bring a Thief so you can open the castle's many doors without burning through valuable keys.

Armor Slaying



Begin by advancing your army up the northern stairs, massing to strike the enemy Knights in the northern hall. Anti-armor units should take the lead, dismantling the Knights on subsequent turns. Meanwhile, Ballisticians can lob their pay-

loads at more remote and vulnerable targets, such as Archers, Mages, and Cavaliers.

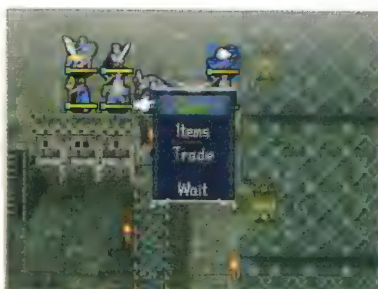
TIP If none of your Ballisticians' attacks will defeat any enemies, lob Stonehoists at them anyway. These imprecise attacks often miss, but you earn your Ballisticians a little EXP when they land.

Enter: Etzel

Etzel appears to the south during the first Enemy Phase. A check of his attack range shows that Etzel has no intention of moving or chasing after the League. Stay out of Etzel's attack range and don't move any units within its bounds so as not to provoke him.



Looting Rooms



the Manakete within bestows significant EXP when defeated.)

Start searching the eastern rooms for loot after you've quashed the enemy's initial forces. Use a Thief to open the doors, at which point you're able to view the room's contents. Only the middle room is barren of treasure (though

CAUTION

Make haste while searching the rooms; three powerful Paladins enter from the eastern passage during the Enemy Phase of Turns 9, 13, and 17.

Hall of Archers



west hall's Archers and Mages by the time your army's finished looting rooms.

Luring the west hall's Archers and Mages is another good way to defeat them without overexposing your army. Simply call up these enemies' attack ranges, then place resilient units within their reach to draw the closest ones forward. Now you can dispatch them with more precise indirect attacks of your own.



Numerous Archers and Mages are poised behind the west hall's walls, making safe passage these threats with Ballisticians while your main force explores the castle's sealed chambers. You'll likely wipe out most of the



while you advance the bulk of your army. Be especially wary of the Paladin armed with the Killer Lance—he's likely to score critical hits if you give him the opportunity.

Grust's reinforcement Paladins will be headed your way by the time you breach the west hall. Fortunately, this castle's passages are quite narrow. Place a few defenders to plug up the northern corridor, holding the Paladins at bay

CAUTION

Many dangerous foes guard the southern hall, including a Sniper armed with a Killer Bow. Make good use of your artillery and mark your progress at the northern savepoint before advancing.

Southern Chambers



Gather your army near the southern door, then open it with a Thief to reveal two Bishops, a Knight, and a chest. Slay the enemies and flip the chest's lid to claim a Wo Dao sword that yields critical hits even more often than a Killing Edge.



softening up these final foes so your close-range combatants can wipe them out with less worry.

Boss: Dactyl

As a General, Dactyl owns tremendous defense against most attacks, but he's vulnerable to armor-piercing blows. Pound Dactyl with artillery weaponry and Longbows to negate counterattacks, moving in with Hammers and Armorslayers when you're ready to cleanse Helena Castle of its evil ruler.



New Recruit: Etzel



spell slingers to become allied with the League.

Seize the castle's throne without provoking or defeating Etzel, and the young Sorcerer will happily join Marth's army during the chapter's conclusion. Etzel's high ratings in the Mag and Res categories make him one of the most powerful

Chapter 18—The Sable Order

For Gotoh to create the magic that could defeat Gharnef, he needed two orbs—the Lightsphere and the Starsphere. Marth and company set off to Chiasmir and the Fane of Raman to find them, but in their path stood a cohort of Grustian knights known as the Sable Order. The bridges across the strait would soon be choked with the brave and the dead...

Enemies (22)


Map #	Name	Level	Amount	Gear
1	Cavalier	8	2	Javelin
2	Cavalier	8	1	Killing Edge
3	Cavalier	8	1	Steel Lance
4	Cavalier	10	1	Armorslayer
5	Cavalier	10	2	Javelin
6	Cavalier	10	1	Ridersbane
7	Cavalier	10	4	Steel Lance
8	Curate	10	1	Fortify
9	Horseman	6	3	Steel Bow
10	Horseman	8	2	Steel Bow
11	Paladin	4	1	Iron Lance
12	Paladin	4	1	Javelin
13	Paladin	4	1	Ridersbane
14	Sternlin (Paladin)	5	1	Silver Lance, Master Seal



Reinforcements (19)

Map #	Name	Level	Amount	Gear	Appearance
R1	Cavalier	10	2	Steel Lance	Turns 7, 9, 11, and 13
R2	Horseman	8	1	Silver Bow	Turns 7, 9, 11, and 13
R3	Paladin	4	1	Steel Lance	Turns 7, 9, 11, and 13
R4	Paladin	4	1	Steel Sword	Turns 13, 15, and 17

New Recruits



Est

Class	LV	HP	Mov	Weapon Ranks	Gear
Pegasus Knight	3	19	8	Lances: C	Mercurius; Ridersbane

Str: 5
Mag: 2
Skill: 6
Spd: 12
Lck: 11
Def: 7
Res: 6

Sister to Palla and Catria, Est arrives on the battlefield during the Enemy Phase of Turn 5. Allow Est to advance toward Marth, ensuring the Altean Prince speaks with her to add yet another brave Macedonian Pegasus Knight to the League's ranks.

Battle Prep

Anti-cavalry weaponry is the key to simplifying this conflict. The Sable Order isn't to be trifled with, but they're far easier to tame when each of your units carries either a Ridersbane or Poleax. A few other tips:



- With so many mounted enemies to deal with, take the opportunity to equip your lower-level troops with anti-cavalry weapons. This enables even weak units to wipe out many of the enemies here, helping them gain EXP and reach Level 10 so they can be promoted with Master Seals. Palla and Catria are worthy units to level in this fashion, as promoting them gains you additional Dracoknights—highly versatile units.
- Bring Palla and Catria along if you'd like to try a special attack involving these two and their younger sister, Est.
- As always, Ballisticians are of great value, helping you obliterate enemy forces across great distances.

Bringing Chaos to the Order



March your troops west, making for the nearby bridge. Place a few defenders to seal off the north end so the advancing enemy cavalry cannot cross.

Make your stand at the bridge's north end against the cavalry onslaught. Heal your front-line defenders as needed and slay your foes with Poleaxes and Ridersbanes. When the momentum shifts in your favor, allow weaker units to advance and wipe out the stragglers.



Having bested the Sable Order's initial strike force, advance south to confront the enemy detachment that guards the central shops. Use a sturdy unit to lure the Paladin, then descend upon his cohort during your next turn, wiping them from the field.



Lots of Shops

With the central portion of the battlefield secured, check your progress at the savepoint, then spend some time visiting the nearby shops and competing in duels at the arena. Remember to equip your shopper with the Silver Card for special discounts!



NOTE This is the second-to-last arena you'll encounter, so take full advantage!



Armory (NW)

Icon	Item	Uses	Price	Description	Weapon Rank	Mt	Hit	Crit	Rng	Wt
	Armor-slayer	20	1,000G	A sword effective against armored units.	Sword C	7	80	0	1	9
	Levin Sword	20	1,600G	A sword of lightning used to attack indirectly.	Sword C	6	90	0	1-2	6
	Rapier	28	1,120G	Strong against cavalry/armored units. For Marth.	Sword E	5	100	10	1	4
	Riders-bane	20	1,200G	A lance effective against cavalry.	Lance C	8	70	0	1	10
	Silver Sword	20	2,000G	A sword whose mighty blows offset its steep price.	Sword B	12	100	0	1	5

Armory (SE)

Icon	Item	Uses	Price	Description	Weapon Rank	Mt	Hit	Crit	Rng	Wt
	Silver Bow	20	2,100G	A bow whose might offsets its steep price.	Bow B	12	90	0	2	5
	Silver Lance	20	2,200G	A lance whose mighty blows offset its steep price.	Lance B	13	90	0	1	6
	Steel Axe	35	700G	A weighty but more powerful axe.	Axe D	10	70	0	1	10
	Steel Bow	35	770G	A weighty but more powerful bow.	Bow D	8	80	0	2	8
	Steel Lance	35	980G	A weighty but more powerful lance.	Lance D	9	80	0	1	9
	Steel Sword	35	875G	A weighty but more powerful sword.	Sword D	8	90	0	1	8

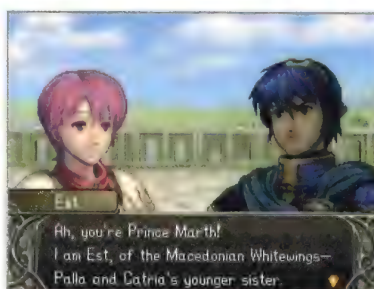
Vendor (NE)

Icon	Item	Uses	Price	Description	Weapon Rank	Mt	Hit	Crit	Rng	Wt
	Blizzard	23	690G	Potent magic used to attack with ice.	Tome D	7	80	5	1-2	2
	Bolganone	13	1,690G	Superior magic used to attack with flames.	Tome C	12	70	0	1-2	4
	Elfire	18	1,260G	Potent magic used to attack with flames.	Tome D	9	80	0	1-2	3
	Fire	25	300G	Magic used to attack with flames.	Tome E	5	100	0	1-2	1
	Thunder	21	420G	Magic used to attack with lightning.	Tome E	6	90	0	1-2	2

Vendor (SW)

Icon	Item	Uses	Price	Description	Weapon Rank	Mt	Hit	Crit	Rng	Wt
	Mend	16	1,280G	Greatly restores HP to an adjacent ally.	Staff D	--	--	--	1	--
	Pure Water	3	600G	Medicine that boosts resistance. The effect lessens with each passing turn.	--	--	--	--	--	--
	Recover	13	1,690G	Completely restores HP to an adjacent ally.	Staff B	--	--	--	1	--
	Vulnerary	3	360G	Medicine that restores HP.	--	--	--	--	--	--

New Recruit: Est



Est appears to the west during the Enemy Phase of Turn 5. She means the League no harm, so allow her to fly over and speak with Marth. Longing to be with her sister Pegasus Knights, Est has fled Macedon, absconding with the land's greatest weapon, the legendary Mercurius sword!



Waves of enemy cavalry pour out from the region's southwest forts during the Enemy Phase of Turns 7, 9, 11, and 13. Depending on how well you've been faring, you can either hole up at the bridge for defense or bring the fight to these reinforcements, surrounding the forts and dispatching them as they arrive. Either way, this is a great chance to earn lots of EXP!

Triangle Attack

If you've brought both Palla and Catria into this battle, you can execute a devastating attack using them and their younger sister, Est. To execute the attack, all three sisters must be positioned around an enemy in a triangle pattern, as shown.



Once the three sisters have surrounded an enemy, executing any melee attack with any one of them unleashes a special Triangle Attack that delivers a devastating amount of damage. The attack is similar to a critical hit: It can't miss, and it deals triple damage!



TIP Exploit the Triangle Attack to quickly increase Palla's, Catria's, and Est's levels. Get all three up to Level 10, then promote them into Dracoknights to gain a truly awesome aerial strike force.



Press toward the castle after you've dealt with the enemy reinforcements. Lure in the last few Cavaliers, then wipe them out after they advance.

Boss: Sternlin

The boss of this chapter is Sternlin, a Paladin who does not have the gear to counter ranged attacks. As a Paladin, Sternlin is also vulnerable to anti-cavalry weaponry. Have your way with the boss, drawing out the battle as long as you like for extra EXP before dealing Sternlin the final blow.



Chapter 19—Manakete Princess

The Sable Order fought valiantly to keep Marth's army from reaching Chiasmir, but in the end Grust's knights buckled—the world's mightiest only in song. The League marched on to the Fane of Raman, a holy sanctuary built by the divine dragons to house their most priceless treasures. There, another story was set to begin...

Enemies (20)

Map #	Name	Level	Amount	Gear
1	Curate	8	2	Physic
2	Hero	6	1	Killing Edge
3	Hero	6	1	Steel Sword
4	Hero	6	1	Steel Sword
5	Hero	6	1	Silver Sword
6	Hunter	10	1	Killer Bow
7	Hunter	10	1	Steel Bow
8	Hunter	13	1	Silver Bow
9	Mage	11	1	Blizzard
10	Mage	13	1	Elfire
11	Mage	18	1	Bolganone
12	Mercenary	11	1	Steel Sword
13	Mercenary	13	1	Killing Edge
14	Mercenary	13	1	Steel Sword
15	Sniper	4	1	Silver Bow, Master Seal
16	Thief	6	1	Iron Sword
17	Thief	8	1	Iron Sword
18	Thief	13	1	Devil Sword, Lightsphere
19	Tiki (Manakete)	1	1	Divinestone

Loot

Map #	Name	Location
L1	Bolganone	Chest
L2	Bullion (XL)	Chest
L3	Geosphere	Chest
L4	Master Seal	Chest
L5	Pure Water	Chest
L6	Seraph Robe	Chest
L7	Speedwing	Chest
L8	Spirit Dust	Chest
L9	Starsphere	Chest

New Recruits

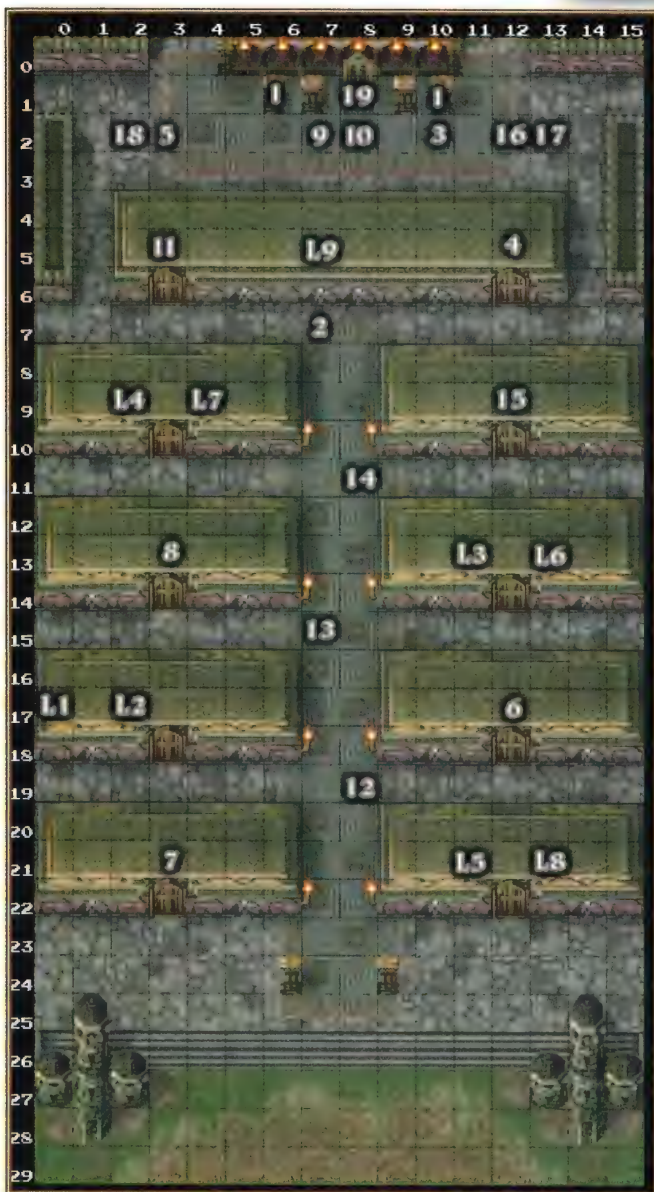


Tiki

Class	LV	HP	Mov	Weapon Ranks	Gear
Manakete	1	18	6	N/A	Divinestone

Str:	3
Mag:	0
Skill:	3
Spd:	4
Lck:	12
Def:	3
Res:	10

Princess of the divine dragonkin, Tiki has long been manipulated by Gharnef's evil magic, forced to serve the forces of evil against her will. Bring Bantu into Chapter 19 and have him speak with Tiki to wake her from her bewildered state. This gains you another powerful dragonkin's loyalty—and the benefit of Tiki's awesome Divinestone.



Battle Prep



out more easily. A few other suggestions:

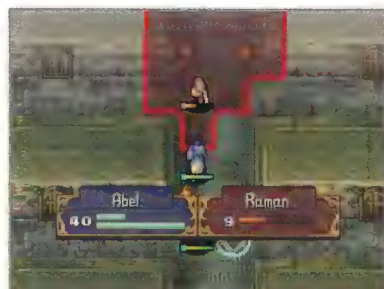
- Because artillery is so valuable here, consider bringing Xane along to imitate your finest Ballistician.
- Bring Bantu along if you recruited the Manakete back in Chapter 7. He alone can clear the fog from Tiki's mind and recruit her for the League.

Siege weaponry is the most helpful asset you can bring to this battle, as the sanctuary's confines give the enemy nowhere to hide. Use Ballisticians to soften up dangerous foes from afar so other forces can advance and wipe them

- Most enemies swing deadly swords here, so favor lance wielders to gain a Weapon Triangle advantage.
- There are plenty of doors and chests to open within the sanctuary; bring a Thief to help you loot this holy place.

Rushing up the Middle

The enemy Thieves to the north will waste little time swiping loot and fleeing the sanctuary, so you've got to make haste and stop them. Advance your army up the middle hall, battering enemies with artillery strikes and then slaying them with cold steel.



CAUTION

Two enemies in the central hall wield Killing Edge swords—a Hero and a Mercenary. Keep out of the distant Hero's attack range during the first turn, but try to dispatch the closer Mercenary with ranged attacks if you can. Restart the battle if any of your units fall to an unlucky critical hit.



Continue pressing northward on your second turn, aiming to wipe out the dangerous Hero at the hall's north end before he can swing his Killing Edge blade. Attack the Hero from range so that only one of the other two nearby Heroes will

be able to strike your units during the Enemy Phase. Advance your Ballisticians as well, but allow the enemy Thieves to open the north chamber's doors for you before wiping them out.

Looting the Fane



a room sports a treasure chest, have Marth pilfer its contents while your party moves to the next room ahead.

While most of your army presses northward, enlist a smaller party to loot the Fane's many chambers. Huddle these units around each door, opening the door on a fresh turn so your combat units can secure the room afterward. If

Special Treasures

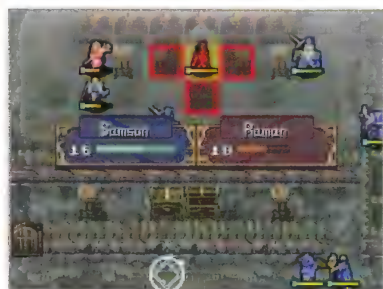


Make sure to claim both the Starsphere and the Lightsphere while conducting business within the Fane. A Thief carries the Lightsphere, while the Starsphere rests inside the north chamber's unopened chest. These two special items are

needed to construct the Starlight spell during Chapter 22—the only spell capable of countering Gharnef's insidious Imhullu magic.

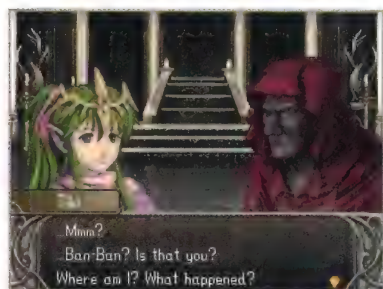
TIP The Geosphere is another important item that you'll find a use for during your next showdown with Gharnef. It rests inside a chest—be sure to grab it!

Saving Tiki



Continue pushing northward, exploiting your Ballisticians to decimate the enemy's northern Mages and Clerics. Don't engage Tiki if you've brought Bantu along, however—the Manakete princess can be recruited.

TIP Attacking Tiki is okay as long as you don't defeat her. Harming Tiki before you recruit her gains your units valuable EXP. Strike from range to negate her powerful counters, but don't risk any attacks that show a chance of scoring critical damage.



Have Bantu approach Tiki and speak with her, and he'll be able to undo Gharnef's mind control. Her mind free at last, Tiki happily agrees to travel with the League, hoping for a chance to banish evil from the land.

Chapter 20—Camus the Sable

It was General Ordwin, one of the Three Heroes of the War of Liberation, who put Grust on the map. His peerless knights tamed their neighbors the barbarians in the kingdom's infancy, securing its place as one of the greatest of the Seven Kingdoms. However, the current king, Ludwik, was weak willed and easily cowed; Dolhr had little trouble forcing him into an alliance. Now he had taken ill, even as Grust suffered its string of defeats at the hands of the League. The once mighty kingdom was poised to fall...

Enemies (19)

Map #	Name	Level	Amount	Gear
1	Ballistician	6	1	Arrowspate
2	Ballistician	6	1	Hoistflamme
3	Ballistician	8	1	Arrowspate
4	Ballistician	11	1	Pachyderm
5	Camus (Paladin)	14	1	Gradivus
6	Curate	10	2	Fortify
7	General	2	1	Steel Lance
8	General	4	2	Silver Lance
9	Lorenz (General)	5	1	Silver Lance
10	Paladin	6	4	Silver Lance
11	Paladin	11	2	Silver Sword
12	Paladin	11	1	Silver Sword
13	Thief	13	1	Devil Sword

Reinforcements (9)

Map #	Name	Level	Amount	Gear	Appearance
R1	Knight	11	1	Steel Lance	Turn 6
R2	Knight	13	1	Steel Lance	Turn 6
R3	Cavalier	11	1	Iron Lance	Turn 8
R4	Cavalier	12	1	Steel Lance	Turn 8
R5	Cavalier	13	1	Killing Edge	Turn 8
R6	Paladin	4	1	Silver Sword	Turn 8
R7	Cavalier	12	1	Javelin	Turn 9
R8	Horseman	6	1	Silver Bow	Turn 9
R9	Horseman	6	1	Steel Bow	Turn 9

Loot

Map #	Name	Location
L1	Hammerne	Village (visit with Marth)

New Recruits



Lorenz

Class	LV	HP	Mov	Weapon Ranks	Gear
General	5	34	6	Bows: B; Lances: A	Silver Lance

Str: 11
Mag: 1
Skill: 3
Spd: 6
Lck: 2
Def: 17
Res: 3

A mighty General, Lorenz stands guard over Grust Castle, determined not to let the League through. This hardened war hero can be turned to the League's favor, however—simply have Marth or Caeda speak with Lorenz during the battle to sway the man's support.



Battle Prep

Grust's back is to the wall, so they're pulling no punches here. You face Grust's mightiest cavalry division—a tidal wave of Paladins—so outfit your units with Poleaxes and Riders-banes to help even the odds. Additional bits of wisdom:



- Grust also has several formidable Generals in the field. Make sure to equip your units with Hammers and Armorslayers in addition to anti-cavalry arms.

- Bring along your artillery division, using them to weaken tough targets from range.
- Take stock of your units and promote those who've reached Level 10 to gain more versatility. Promoting Caeda, Palla, Catria, and Est to Dracoknights provides you a tremendous advantage given the area's difficult terrain.
- Position fliers to the north so they can soar over the river and wipe out the nearby Ballistician. You can then retreat them before the northern Paladin cohort arrives.
- Equip a General with a Master Key, poising him in range to lower the nearby drawbridge during your first turn.

- Definitely bring Caeda if you wish to recruit Lorenz; it's easier for her to fly over and speak with him than it is for Marth to make the trek.
- Give one of your healers a Warp staff—it may be of use toward the end of the battle.

Secret Chapter Alert!

If you wish to visit a special chapter (Chapter 20x) after this battle, you must have 15 or fewer units under your command by the end of Chapter 20. The main reasons to visit Chapter 20x are to collect valuable treasure and recruit a fierce Warrior named Ymir.



Depending on how well you've fared in previous battles, you may need to sacrifice several units during this stage in order to visit Chapter 20x. Count up your units during the battle prep, and if you have more than 15, decide which ones you wish to sacrifice and include them in your army. As always, look to sacrifice inexperienced units first (anyone you haven't used much), and don't forget to factor in Lorenz, a unit you may wish to recruit during this battle.

Drawbridge Clash



Wiping out the nearby Ballistician is your first priority in this epic battle. Fly your best Dracoknights across the river (Minerva armed with her Hauteclere is a nice opener), battering the siege unit until it crumbles. If you have any

fliers left, consider attacking the nearby Generals if you think you can defeat one of them (your artillery can assist).

NOTE Don't bother attacking the Generals if you can't defeat them. Enemy healers armed with Fortify staves can mend their wounded across the battlefield.

TIP If you're unable to best the Ballistician during your first turn, retreat your weaker units and fliers, ensuring none are exposed to its powerful Arrowspate.



With the Ballistician done in, send your Master Key-toting General to lower the nearby drawbridge. Call up the enemy's attack range afterward and advance your forces as close to the bridge as you safely can.

TIP Equip your General with a Ridersbane before lowering the bridge, and he'll wipe out any Paladins that move against him during the Enemy Phase.



Grust advances their Paladin cohorts during the Enemy Phase and attacks your General with another Ballistician stationed near the village to the east. Little should come of the assault; advance in force during your second turn

unleashing artillery strikes and dispatching as many foes as possible with anti-cavalry and anti-armor blows.

Securing the South

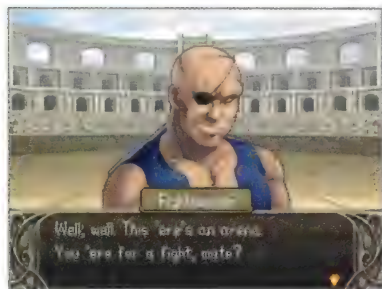
With Grust's initial cohorts bested, Send a few Paladins of your own to deal with the remaining Ballisticians to the west. Have Marth follow behind, moving to visit the west village. Don't leave the Altean prince exposed to the Ballisticians' fire, though!



Have your Paladins dispatch the enemy Thief headed for the village as well, but beware his deadly Devil Sword. Attack the Thief from range so he can't retaliate. Send Marth to the village once safe passage is assured to acquire

a powerful staff for Lena—the Hammerne, which can repair worn-down weapons.

Shops and Such



A vendor, two armor-ies, and an arena lie to the northeast, not far from your army's starting position. Do a little shopping with your Silver Card, and compete in the arena as much as you like—this is the final arena you'll find!

Armory A (E)

Icon	Item	Uses	Price	Description	Weapon Rank	Mt	Hit	Crit	Rng	Wt
	Armor-slayer	20	1,000G	A sword effective against armored units.	Sword C	7	80	0	1	9
	Hand Axe	30	540G	A throwing axe used to attack enemies indirectly.	Axe D	8	60	0	1-2	8
	Javelin	30	750G	A throwing spear used to attack enemies indirectly.	Lance D	7	70	0	1-2	7
	Killing Edge	20	1,500G	A sword whose design yields frequent critical hits.	Sword C	8	90	20	1	6
	Rapier	28	1,120G	Strong against cavalry/armored units. For Marth.	Sword E	5	100	10	1	4
	Ridersbane	20	1,200G	A lance effective against cavalry.	Lance C	8	70	0	1	10

Armory B (W)

Icon	Item	Uses	Price	Description	Weapon Rank	Mt	Hit	Crit	Rng	Wt
	Silver Axe	20	1,600G	An axe whose mighty blows offset its steep price.	Axe B	14	80	0	1	7
	Silver Sword	20	2,000G	A sword whose mighty blows offset its steep price.	Sword B	12	100	0	1	5
	Steel Axe	35	700G	A weighty but more powerful axe.	Axe D	10	70	0	1	10
	Steel Bow	35	770G	A weighty but more powerful bow.	Bow D	8	80	0	2	8
	Steel Lance	35	980G	A weighty but more powerful lance.	Lance D	9	80	0	1	9
	Steel Sword	35	875G	A weighty but more powerful sword.	Sword D	8	90	0	1	8

Vendor

Icon	Item	Uses	Price	Description	Weapon Rank	Mt	Hit	Crit	Rng	Wt
	Blizzard	23	690G	Potent magic used to attack with ice.	Tome D	7	80	5	1-2	2
	Elfire	18	1,260G	Potent magic used to attack with flames.	Tome D	9	80	0	1-2	3
	Fire	25	300G	Magic used to attack with flames.	Tome E	5	100	0	1-2	1
	Thunder	21	420G	Magic used to attack with lightning.	Tome E	6	90	0	1-2	2

Southern Reinforcements



Pull Marth and company back across the drawbridge after visiting the village, regrouping with your main force. Various enemy reinforcements emerge from the area's surrounding forts starting during the Enemy Phase of Turn 6; hole up at the drawbridge, forcing these foes to line up for the slaughter.

The Camus Conundrum



A great Grustian Paladin named Camus awaits you to the west. Camus is dear to Princess Nyna, and Marth has promised to see if he can win the battle without bringing Camus to harm. This is easier said than done, however; Camus boasts

great mobility and wields a legendary lance called Gradivus, which he'll drop if defeated. The choice is yours: Defeat Camus and claim the Gradivus, or avoid him and capture the castle, sparing his life.



NOTE Camus will not join the League if you spare him, but you'll be treated to a different post-battle ending if you let the Paladin live.



It's a tad heartless, but defeating Camus is by far the more profitable option. If you decide you want that Gradivus, call up the attack range of Camus and the enemy Ballistician near the castle, and position your Ballisticians so they can

bombard Camus without fear of retaliation. This draws the Paladin toward you and away from his allies; dispatch Camus during your next turn to claim his mighty lance.

CAUTION

The Gradivus can strike targets up to two spaces away, so don't think to best Camus with Javelins and the like. Use Ballisticians and the Longbow to wear him down safely, finishing him off with potent melee blows.

There's a sneaky way to capture the castle if you're feeling generous. Fly Caeda west, keeping her safe within the mountains south of the castle, away from the Ballistician. When a chance permits, advance Caeda to speak with Lorenz at the castle gate.



New Recruit: Lorenz

Caeda is able to convince General Lorenz to abandon his alliance with evil and join the forces of good. With the good General under your control, simply move Lorenz away from the castle gate, then warp Marth over and seize it.



Chapter 20x-The Lair of Fire

Having won the day and put Camus and his Sable Order to rout, Marth and the League moved on to the mountains in eastern Grust, to crush the last of the opposition. The surviving Grustian soldiers, in a mad attempt to hang on to their lives, took all the residents of a nearby village hostage to keep Marth from striking. However, they could not have picked a worse village to harass...

Enemies (22)

Map #	Name	Level	Amount	Gear
1	Bishop	6	1	Fire, Fortify
2	Bishop	6	1	Swarm
3	Cavalier	12	1	Killing Edge
4	Cavalier	12	2	Steel Lance
5	General	2	1	Steel Lance
6	General	4	2	Silver Lance
7	Horseman	6	2	Steel Bow
8	Knight	11	1	Javelin
9	Knight	13	1	Ridersbane
10	Larissa (General)	10	1	Silver Lance
11	Manakete	5	2	Firestone
12	Paladin	5	1	Silver Lance
13	Paladin	6	1	Steel Lance
14	Paladin	8	2	Steel Lance
15	Paladin	8	3	Steel Sword

Loot

Map #	Name	Location
L1	Killer Axe	Chest
L2	Killer Bow	Chest
L3	Killer Lance	Chest
L4	Longbow	Chest
L5	Poleax	Chest
L6	Wo Dao	Chest

New Recruits

Ymir

Class	LV	HP	Mov	Weapon Ranks	Gear
Warrior	10	46	7	Axes: B; Bows: D	Devil Axe

Str: 18

Mag: 0

Skill: 13

Spd: 14

Lck: 5

Def: 9

Res: 1

A weathered Warrior, Ymir is capable of cleaving through practically anything with his powerful axe-swinging arms. He appears on the battlefield at the start of your first turn; have Marth speak with Ymir at some point during the conflict, then simply finish the battle to prove your valor and gain a powerful new ally.

A weathered Warrior, Ymir is capable of cleaving through practically anything with his powerful axe-swinging arms. He appears on the battlefield at the start of your first turn; have Marth speak with Ymir at some point during the conflict, then simply finish the battle to prove your valor and gain a powerful new ally.

03: Campaign Walkthrough



01: Introduction

02: Stats and Tactics

03: Campaign Walkthrough

04: Multiplayer

05: Appendices

Battle Prep



As with most secret chapters, the challenge level is somewhat low here in 20x. Bring units you wish to level up to round out your army, and consider these other thoughts:

- You face numerous armored and mounted enemies here. Equip your troops accordingly.
- Bring Tiki along to dispatch the enemy Manaketes. You'll be amazed by how powerful her Divinestone is against other dragonkin!
- Bring a Thief along to hasten treasure collection.

Into the Fire

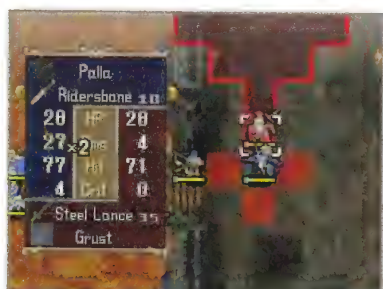


Time to quash the remnants of Grust. Advance a sturdy unit to the west bridge, placing it just in range of the nearby Knights and Horseman to draw them out. Stand your ground here and dispatch all enemies that come your way.



Begin pushing across the bridge, wiping out enemies as you press westward. Knights and Cavaliers pose little threat to your promoted forces.

Back Attack



A Paladin and Cavalier charge from the north, aiming to catch you by surprise. Have your rear units turn around and best them before they can strike.

Loot the nearby treasure chest with Marth or a Thief before marching north toward a Paladin and Manakete. Pelt both enemies with ranged attacks, or simply cut them down with effective weaponry.



Paladin Press



Advancing north past the second chest draws the ire of five enemy Paladins, who rush in from the north. Fortunately, these foes are not well equipped; block off the bridge, besting the Paladins with ranged attacks and anti-cavalry arms.

Central Generals



A trio of formidable Generals stands in the area's center, cutting you off from Ymir and the north-eastern treasure. Mass your forces to the west and then draw out the Generals, using armor-piercing weapons to crack their metal shells.



CAUTION



Beware the wide range of the northwest Bishop armed with a Swarm tome—he can reach your forces as they move toward the Generals.

Meeting Ymir

Send Marth east to speak with Ymir after besting the Generals. The massive Warrior isn't sure of the League's intentions at first, but he agrees to let Marth's army do the fighting and prove their gallantry. Ymir then departs; loot the nearby chests before returning westward.



Boss: Larissa



Larissa may have a girly name, but his moustache proves he's all business. Unfortunately for him, this giant General can't counter ranged attacks of any kind. Assail him freely from a distance while Marth makes his return trek from meeting

Ymir. Defeat Larissa to wipe the last of the Grustian scourge from the land.

Chapter 21 –Clash in Macedon

Grust would harry the League no more. Marth led his forces on to Macedon. However, Macedon's Dragoons were ready to waylay them at the border; countless reinforcements hovered within the fortresses, waiting to strike...

Would Marth be able to lead the League safely through the gauntlet?

Enemies (20)

Map #	Name	Level	Amount	Gear
1	Curate	15	2	Fortify
2	Dracoknight	6	2	Javelin
3	Dracoknight	6	1	Silver Lance
4	Dracoknight	8	1	Ridersbane
5	Dracoknight	8	2	Javelin
6	General	10	3	Silver Lance
7	Mage	15	1	Blizzard
8	Mage	15	1	Elfire
9	Orridyon (Paladin)	10	1	Javelin, Master Seal
10	Paladin	6	2	Silver Sword
11	Paladin	6	1	Killer Lance
12	Paladin	6	2	Silver Lance
13	Sniper	4	1	Killer Bow



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Reinforcements (21)

Map #	Name	Level	Amount	Gear	Appearance
R1	Cavalier	15	1	Javelin	Turns 4, 9, and 14
R2	Cavalier	15	1	Steel Lance	Turns 4, 9, and 14
R3	Dracoknight	6	1	Dragonpike	Turns 4, 9, and 14
R4	Dracoknight	6	1	Ridersbane	Turns 4, 9, and 14
R5	Dracoknight	6	1	Silver Lance	Turns 4, 9, and 14
R6	Pegasus Knight	15	2	Javelin	Turns 4, 9, and 14

NOTE No new units can be recruited during this chapter.



Battle Prep

Taking Macedon will not be easy; there's little cover in this open field, and legions of Dracoknights are set to attack. Your army begins in three separate groups. It helps to set up as follows:



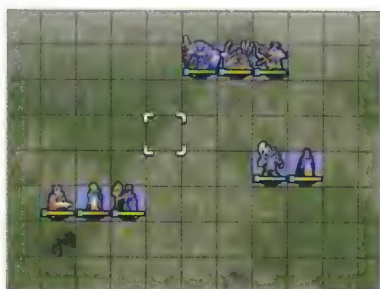
Place fliers to the west.



Station Paladins and Horsemen to the east.

Leave slower units and artillery in the middle.

This way, your mobile units can safely thwart Macedon's inbound fliers while your central forces hunker down and weather the storm. Additional tips:



- Bring several Horsemen and Snipers, reclassing units if you must. There's no better way to combat so many airborne foes.
- Include Ballisticians and arm one with an Arrowspate to further enhance your anti-air capabilities.
- Make sure your healers carry Physic and Fortify staves so they can patch up your forward units.
- You'll face lots of Paladins once you start your advance; counter them with Poleaxes and Ridersbanes.

Breaching Macedon's Border



Macedon must be made to pay for their unholy alliance with Dolhr. Advance all three of your groups just far enough north to draw in the many enemy fliers near the northern forts, along with the trio of Generals near the region's center.

(Beware: You may draw a few of the northern Paladins as well.)



CAUTION



One of the western Dracoknights wields a Ridersbane, which is why it's best to keep your mounted units far to the east.



Retaliate during your second turn, dispatching many of the foes that took the bait and advanced. Don't move any of your central units within range of the enemy Sniper with the Killer Bow, however. In fact, it's best to keep

this adversary's attack range dialed in at all times so as not to blunder into his sights.

TIP If you have a few Ballisticians in the field, you might be able to defeat the Sniper before his Curate brethren can heal him. This simplifies matters a great deal.

Support from the Forts

Remain patient throughout this battle's opening turns, keeping your forces south of the Sniper. Enemy fliers pour out from the northern forts during the Enemy Phase of Turns 4, 9, and 14; don't advance until all these reinforcements have been dealt with.





You may find it easier to call your east and west groups to the center after dispatching Macedon's initial torrent of fliers, Generals, and Paladins. This forces their reinforcements to come to you, and it also allows you to heal all your

wounded without overusing your precious Physic and Fortify staves. Form a wall with your most resilient combat units if you decide to mass in the middle, protecting your vulnerable healers from the enemy onslaught.

Tactical Advance

With the third and final wave of reinforcements wiped from the field, begin a calculated advance against the northern enemies. Send groups of fliers northeast and northwest, using them as bait to draw off the remaining Paladins near the castle. Scan each enemy's attack range carefully and you'll find places to position your fliers so that only the Paladins can reach them.



TIP Equip your fliers with Ridersbanes, Poleaxes, or—in Caeda's case—the Wing Spear, and they'll make short work of the Paladins once they take the bait.



After drawing out and eliminating the Paladins, exploit your fliers once more to lure off the northern Mages. Do this in the same fashion, finding spots on the field where only the Mages can reach. This ensures one-to-one confronta-

tions—ones that your units are sure to win.

Drawing off the Paladins and Mages opens the way for your ground troops to charge up the middle, wiping out the Sniper without fear of harsh retaliation. Press the attack until you're knocking at the castle gate.



Boss: Orridyon



The Paladin that guards the castle gate can retaliate against common ranged attacks, but not those from Longbows or artillery. Batter the boss until he finally succumbs, or take him out quickly with anti-cavalry weapons if you prefer.

Shopping in Macedon



Now that the battlefield's under your control, why not take a moment to visit the local shops? A vendor and armory lie just north of the castle, offering the following wares.

Armory

Icon	Item	Uses	Price	Description	Weapon Rank	Mt	Hit	Crit	Rng	Wt
	Hand Axe	30	540G	A throwing axe used to attack enemies indirectly.	Axe D	8	60	0	1-2	8
	Iron Axe	40	320G	An affordable axe that is easy to wield.	Axe E	7	80	0	1	6
	Killer Axe	20	1,400G	An axe whose design yields frequent critical hits.	Axe C	10	70	20	1	7
	Silver Axe	20	1,600G	An axe whose mighty blows offset its steep price.	Axe B	14	80	0	1	7
	Steel Axe	35	700G	A weighty but more powerful axe.	Axe D	10	70	0	1	10

Vendor

Icon	Item	Uses	Price	Description	Weapon	Atk	Def	Spd	Mag	Wt
					Rank					
	Blizzard	23	690G	Potent magic used to attack with ice.	Tome D	7	80	5	1-2	2
	Bolganone	13	1,690G	Superior magic used to attack with flames.	Tome C	12	70	0	1-2	4
	Elfire	18	1,260G	Potent magic used to attack with flames.	Tome D	9	80	0	1-2	3
	Heal	20	800G	A staff used to restore HP to an adjacent ally.	Staff E	--	--	--	1	--
	Mend	16	1,280G	Greatly restores HP to an adjacent ally.	Staff D	--	--	--	1	--
	Recover	13	1,690G	Completely restores HP to an adjacent ally.	Staff B	--	--	--	1	--
	Vulnerary	3	360G	Medicine that restores HP.	--	--	--	--	--	--

Secret Shop



But wait, there's more shopping to be had here! Hand a swift flier the VIP Card and Silver Card, then send that unit east to explore a suspicious patch of plain nestled among green mountains.



Aha, a secret shop! Get a load of these precious goods—all are used to enhance your units' stats!



NOTE This secret shop sells only three of each item. Buy them out if you can to strengthen your units a great deal.

Secret Shop

Icon	Item	Uses	Price	Description
	Energy Drop	1	2,500G	An item that increases strength by 2.
	Spirit Dust	1	2,500G	An item that increases magic by 2.
	Secret Book	1	2,500G	An item that increases skill by 2.
	Speedwing	1	2,500G	An item that increases speed by 2.
	Goddess Icon	1	2,500G	An item that increases luck by 2.



Chapter 22—A Knight-Filled Sky

The Macedon Minerva and Maria remembered best was one of peace: A quiet, prosperous kingdom famed for the flying beasts favored by Dracoknights. But then their brother, Prince Michalis, succumbed to his lust for power. Despite his sisters' adamant opposition, he swore allegiance to Dolhr; and when Macedon's Dragoons took flight, the world suffered. Even now that the tides had turned, Michalis took position for one last stand. Dracoknights filled the sky from end to end, eager to pluck Marth from the earth.

Enemies (20)

Map #	Name	Level	Amount	Gear
1	Curate	15	2	Fortify
2	Dracoknight	6	1	Ridersbane
3	Dracoknight	10	1	Javelin
4	Dracoknight	10	2	Silver Lance
5	Dracoknight	13	1	Javelin
6	Horsemen	13	2	Silver Bow
7	Michalis (Dracoknight)	12	1	Silver Lance, Javelin, lote's Shield
8	Paladin	6	1	Armorslayer
9	Paladin	6	1	Javelin
10	Paladin	6	1	Silver Lance
11	Paladin	6	1	Steel Sword
12	Pegasus Knight	14	1	Silver Lance
13	Pegasus Knight	15	2	Javelin
14	Pegasus Knight	15	1	Killer Lance
15	Pegasus Knight	15	1	Ridersbane
16	Thief	15	1	Iron Sword



Reinforcements (30)

Map #	Name	Level	Amount	Gear	Appearance
R1	Dracoknight	8	1	Silver Lance	Turns 7-13
R2	Paladin	8	1	Silver Lance	Turns 7-13
R3	Bishop	6	1	Worm	Turns 10-13
R4	Dracoknight	6	1	Ridersbane	Turns 10-13
R5	Dracoknight	8	1	Silver Lance	Turns 10-13
R6	Horseman	13	1	Killer Bow	Turns 10-13

Loot

Map #	Name	Location
L1	Starlight	Village (equip Marth with both the Starsphere and Lightsphere, then visit)

NOTE No new units can be recruited during this chapter.

Battle Prep

This is the final battle against Macedon, so expect to face hosts of flying foes. Horsemen and Snipers are of great value, as are Ballisticians, especially if you've still got uses for Arrowspate. Some other thoughts:



- A fair number of Paladins must be dealt with, so equip all units with anti-cavalry arms.
- Bring lots of fliers; they'll have no trouble navigating the difficult terrain here.
- Ballisticians can wreak havoc on the Macedonians within Michalis' stronghold early on, so bring all you've got. Don't worry about running out of siege ammo, either; a shop in this area sells Ballistician weaponry.
- Bring Xane along and have him imitate your best Ballistician to gain even more long-range prowess.
- Be sure to equip Marth with the Lightsphere and the Starsphere if you retrieved them back in Chapter 19—you need them to fashion a very special tome during this chapter.
- Place your swiftest units up front so they can reach the region's village before the enemy Thief.

Race to the Village



Gotoh awaits Marth in this region's village, ready to create the Starlight spell—the only magic that can counter Gharnef's terrible Imhullu. Michalis isn't about to let Gotoh assist the League, however, and sends a Thief to raze the village before Marth can get there. Advance your forces up the northern pass, hurrying toward the village.

NOTE Because of the surrounding mountains, the enemy Thief won't reach the village until the Enemy Phase of Turn 5. Make sure you get there beforehand!



Michalis sends a swarm of Dracoknights and Paladins out from his stronghold, aiming to halt the League's advance. Don't take the bait; hold back for a turn and keep your units out of the enemy's reach. Advance your Ballisticians as far as you safely can, pounding the Curates within the temple in an effort to dispatch at least one of them and hamper the enemy's ability to heal.

Macedon's leading Dracoknight rushes forward, leaving the safety of his comrades. Dispatch this Dracoknight without advancing too far, and try shooting down the next Dracoknight or Pegasus Knight ahead with an Arrowspate. Advance the rest of your troops afterward, massing your best combatants at the edge of the enemy cavalry's attack range.



The enemy marches forward once more, attacking with their fliers. Their Paladins and Horseman are slowed by the difficult terrain, however. Strike hard during your fourth turn, using arrows to down enemy fliers and anti-cavalry weapons to slay mounted foes. Ensure at least one of your units is poised within range to reach the northern village during Turn 5.

Sage of Starlight



Fight your way to the village, escorting Marth there with both the Starsphere and the Lightsphere in his inventory. (Retrieve them from the convoy if needed.) This prompts a special dialogue with Gotoh in which the kindly old Sage

crafts a new and powerful item: the Starlight tome, a special magic that boasts the power to defeat Gharnef!

NOTE Gotoh cannot fashion the Starlight tome if you don't have both the Starsphere and the Lightsphere. This means you'll be unable to defeat Gharnef in the next chapter. Not to worry; you can still claim victory in Chapter 23 without Starlight. The tome simply lets you best Gharnef to obtain a powerful weapon: the legendary Falchion. (The Falchion also can be obtained by other means, but its stats will be lower than if you had defeated Gharnef with Starlight to obtain it.)

Assaulting the Stronghold



He couldn't stop you from obtaining Starlight, but Michalis still isn't about to let his kingdom fall to ruin. He continues to send out forces from his stronghold; charge for the steps and dispatch these foes on your way toward victory.

Beware: Leagues of enemy reinforcements will begin to emerge from the forts within Michalis' stronghold during the Enemy Phase of Turn 7. Have your fliers hold position at the stronghold's steps while your slower units catch up, then charge forth and fight your way to Macedon's foolish ruler.



TIP Place units atop the forts to prevent reinforcements from spawning.

Boss: Michalis



Though he's a Dracoknight, Michalis carries a special item, Iote's Shield, which negates the extra damage arrows normally deal to fliers. No matter; simply punish Michalis with ranged attacks, which he cannot rally against during your first assault (he carries a Javelin but doesn't have it equipped). Pour on the attacks to defeat Michalis in a single turn, giving him no chance at retaliation.

Macedonian Market



A quartet of shops lies west of the stronghold. Pay them a visit to purchase valuable weaponry for your Ballisticians! This is the one and only time you'll have a chance to buy artillery arms, so abuse that Silver Card and load your convoy.

Hoistflammies and Arrowspates are of particular value; the former boasts great accuracy, while the latter is effective against fliers.

Armory A (NE)

Icon	Item	Uses	Price	Description	Weapon Rank	MI	Hit	Crit	Rng	Wt
	Iron Lance	40	480G	An affordable lance that is easy to wield.	Lance E	6	90	0	1	5
	Javelin	30	750G	A throwing spear used to attack enemies indirectly.	Lance D	7	70	0	1-2	7
	Killer Lance	20	1,800G	A lance whose design yields frequent critical hits.	Lance C	9	80	20	1	6
	Silver Lance	20	2,200G	A lance whose mighty blows offset its steep price.	Lance B	13	90	0	1	6
	Steel Lance	35	980G	A weighty but more powerful lance.	Lance D	9	80	0	1	9
	Wing Spear	28	1,120G	Strong against cavalry/armored units. For Caeda.	Lance E	8	90	10	1	4

Armory B (NW)

Icon	Item	Uses	Price	Description	Weapon Rank	MP	Hit	Crit	Rng	Wt
	Arrow-spike	20	1,000G	A ballista strong against fliers.	--	12	80	0	3-10	6
	Hoist-flamme	20	1,000G	A ballista for striking distant enemies.	--	12	90	0	3-10	10
	Iron Bow	40	440G	An affordable bow that is easy to wield.	Bow E	5	100	0	1	4
	Killer Bow	20	1,600G	A bow whose design yields frequent critical hits.	Bow C	8	80	20	2	6
	Steel Bow	35	770G	A weighty but more powerful bow.	Bow D	8	80	0	2	8
	Stone-hoist	40	1,200G	A ballista for striking distant enemies.	--	15	50	0	3-10	8

Vendor A (SE)

Icon	Item	Uses	Price	Description	Weapon Rank	MP	Hit	Crit	Rng	Wt
	Heal	20	800G	A staff used to restore HP to an adjacent ally.	Staff E	--	--	--	1	--
	Mend	16	1,280G	Greatly restores HP to an adjacent ally.	Staff D	--	--	--	1	--
	Recover	13	1,690G	Completely restores HP to an adjacent ally.	Staff B	--	--	--	1	--
	Vulnerary	3	360G	Medicine that restores HP.	--	--	--	--	--	--

Vendor B (SW)

Icon	Item	Uses	Price	Description	Weapon Rank	MP	Hit	Crit	Rng	Wt
	Blizzard	23	690G	Potent magic used to attack with ice.	Tome D	7	80	5	1-2	2
	Elfire	18	1,260G	Potent magic used to attack with flames.	Tome D	9	80	0	1-2	3
	Fire	25	300G	Magic used to attack with flames.	Tome E	5	100	0	1-2	1
	Thunder	21	420G	Magic used to attack with lightning.	Tome E	6	90	0	1-2	2

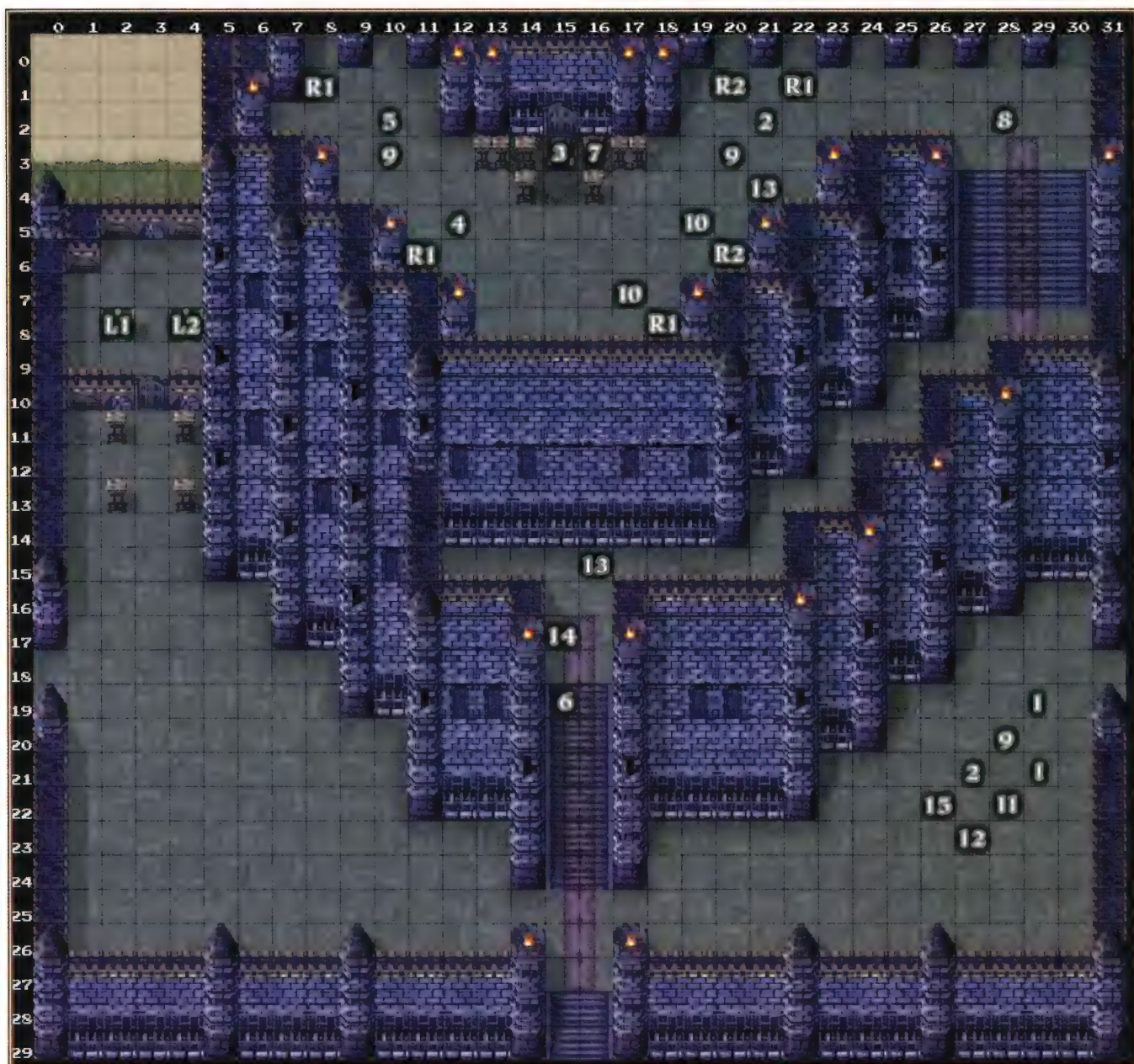


Chapter 23—Dark Pontifex

With the aid of the White Sage Gotoh's powerful Warp magic, Marth and company were transported to the faraway city of Thabes. Thabes was once an advanced civilization, but only its decay is advanced now. The League traced the lifeless streets to the temple at the city's heart; somewhere within its walls, Gharnef was waiting, and now, it was up to Marth to wrest Falchion and his sister, Elice, from the fiend's grip.

Enemies (21)

Map #	Name	Level	Amount	Gear
1	Bishop	8	2	Bolganone
2	Bishop	8	2	Swarm
3	Bishop	10	1	Bolganone, Master Seal
4	Bishop	10	1	Swarm, Master Seal
5	Curate	11	1	Physic
6	Curate	11	1	Physic, Pure Water
7	Curate	14	1	Fortify
8	Curate	14	1	Fortify, Barrier
9	Gharnef (Sorcerer)	15	3	Imhullu, Falchion
10	Hero	8	2	Silver Sword
11	Mage	12	1	Blizzard
12	Mage	15	1	Elfire
13	Sniper	10	2	Silver Bow
14	Thief	10	1	Iron Sword, Door Key
15	Thief	15	1	Devil Sword



Reinforcements (12)

Map #	Name	Level	Amount	Gear	Appearance
R1	Bishop	8	2	Thoron	Turns 6 and 14
R2	Mage	10	2	Thunder	Turns 6 and 14
R3	Mage	13	2	Blizzard	Turns 6 and 14

Loot

Map #	Name	Location
L1	Bullion (S)	Chest
L2	Talisman	Chest

NOTE No new units can be recruited during this chapter.



Battle Prep

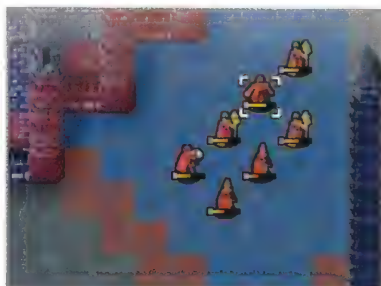
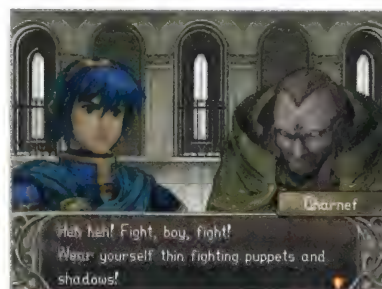
Aside from a handful of Snipers and Heroes, you primarily face loads of enemy spell slingers in this challenging chapter. Favor units with high Res scores when building your army—they'll help you bait Mages and the like more safely. Some other tips:



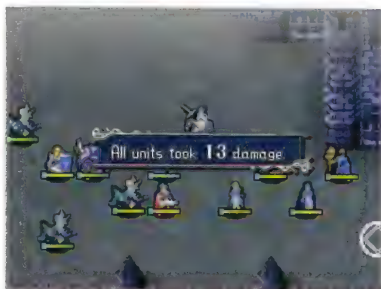
- Ensure your best tome wielder carries Starlight if you obtained it from Gotoh during the previous chapter. You can win this battle without Starlight, but you won't be able to defeat Gharnef to obtain the mighty Falchion.
- Bring Ballisticians—their awesome attack range will be an advantage throughout this battle.
- Definitely bring Xane—his ability to imitate your Ballisticians and high-Res units can be very helpful.
- Equip a healer with the Barrier staff so they can further bolster your units' Res. Give Pure Waters to units, too, so they can enhance their own Res as needed.
- Give Marth the Geosphere you found in Chapter 19 before starting this battle—it'll come in handy.
- Equip a healer with the Fortify staff you acquired back in Chapter 17, along with a Physic.
- Bring a Thief to help you loot Gharnef's tower.

Trouble Comes in Threes

Seeing the League's arrival, Gharnef, ever confident, warps in to taunt Marth. The evil Sorcerer reveals that he's used magic to create several clones of himself, each armed with Imhullu. Only by defeating the real Gharnef will Marth claim the legendary Falchion.



Scan the battlefield to see that there are indeed three Gharnefs: One to the east and two more up north. Only one of them is the real Gharnef—the other two are mere imitations. Fortunately, there's an easy way to tell which one's the real deal.



As your first action, have Marth unleash the Geosphere you found back in Chapter 19 to damage all units across the battlefield (including yours, unfortunately). The two false Gharnefs will suffer from this attack, because their Imhullu magic

doesn't negate damage like the real Gharnef's does. Only the real Gharnef will come through unscathed.

NOTE Though Gharnef's clones can be harmed by any attack, the Combat Forecast lies to you, indicating that they'll take no damage because of their Imhullu. Don't believe your eyes!

CAUTION

Avoid drawing the real Gharnef's ire if you don't have Starlight—he's extremely dangerous, and you won't be able to defeat him.

Securing the Stairs



After unleashing the Geosphere, call up the enemy's collective attack range and advance your army toward the nearby steps without placing anyone in harm's way. Set your high-Res units in front and use your Fortify staff to quickly

heal your entire army. Fire on the nearby Thief and Curate with Ballisticians if you've brought some.



Gharnef's forces have Fortify staves of their own and are quick to heal their wounded during the Enemy Phase. Defeat the two advancing Thieves with ranged attacks, then use a Pure Water or the Barrier staff to buff up your unit with

the highest Res. March that unit eastward just far enough to draw out the nearest enemy spellcaster.

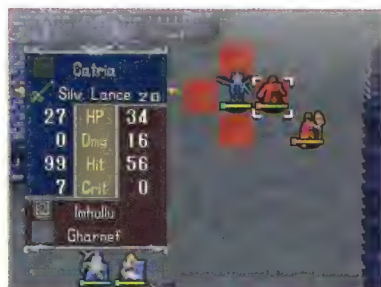


Advance and defeat the enemy you lured, then inch your high-Res unit forward again to draw out the next. Employ Ballisticians to dispatch the troublesome Swarm-casting Bishop.

CAUTION

Resist the urge to charge eastward. Even if the eastern Gharnef is a fake, his imitation Imhullu can still inflict great damage.

When the southeastern Gharnef is left standing alone, either send your Starlight spellcaster (buffed by Pure Water or the Barrier staff, of course) to confront him if he's the real Gharnef, or simply assault him from afar with Ballisticians if he's a fake, finishing him off with a powerful Paladin charge. Remember to ignore the Combat Forecast's "0 damage" value when battling fake Gharnefs—it's a trick!



Calculate damage yourself by comparing your unit's Atk (attack) rating against a fake Gharnef's Def (or his Res, if you're using a magical attack). Remember to consider the Spd (speed) rating as well—Gharnef and his clones are quite fast and often get to strike twice in combat.

Tower Treasury

While your main force busies itself with the task of clearing out the eastern foes, send a Thief to open the western door and claim the contents of the two treasure chests within. Gharnef's taken plenty from the land over the years—it's time someone took back.



Repelling Reinforcements



A slew of enemy spellcasters emerges from the north during the Enemy Phase of Turns 6 and 14, making the long journey down the tower's twisting staircase en route to assaulting your army. After the southeast foes are wiped out, recall your

high-Res units to the staircase, buffing them with Pure Waters and the Barrier staff so you can poise them to block and repel the inbound enemies. Assist your magical defenders with artillery barrages to hasten the effort.

CAUTION

Beware the northern Bishops armed with Swarm tomes. They may advance to strike your more vulnerable units, so keep tabs on them while fighting on the stairs.

Advance your forces up the stairs after the reinforcements have run dry, mounting near the top for the final strike. Buff your Res defender once more and use him as bait to lure out the nearest northern Gharnef. Once again, use the Starlight spell if it's the real Gharnef, or simply assail the Sorcerer with artillery and Paladins if it's just a copy.



Boss: Gharnef

Bait and bombard the remaining enemies up north, clearing a safe path toward the final Gharnef. If the first two were fakes, this one's sure to be the real deal. Keep your forces out of his reach, advancing only your Starlight-armed spellcaster (fully buffed, of course).



Only the Starlight tome's magic can break through Gharnef's insidious Imhullu and harm the vile Sorcerer. Confront Gharnef, battering the fiend with the power of Starlight until the monster is undone and the Falchion becomes yours.

TIP Support your Starlight-caster with long-range healing to ensure he survives the showdown.

Secret Shop



You've won a great battle today, but don't seize the tower's throne just yet. Give the Silver Card and VIP Card to a unit, then move them to the space just behind the throne (which resembles a door) to visit another hidden vendor!

This shop sells nothing but Master Seals—three of them, to be exact. Drop some coin here if you've still got units to promote, as these are the last Master Seals you'll find.



Secret Shop

Icon	Item	Uses	Price	Description
	Master Seal (x3)	1	2,500G	An item that promotes a lesser-class unit at Level 10 or above to a higher class.



Chapter 24—The Dragonkin Realm

Dolhr...Land of the Manaketes. Before Medeus, the dragonkin had few dealings with the human realm, but when the Shadow Dragon came, everything changed. He sunk all Archanea into a cycle of war, in which heroes rose and heroes fell—always claiming his cause was just and the human deaths deserved. But now Medeus' empire was crumbling...He was nearing the end of his reign...even as Marth was nearing the end of his long quest.

Enemies (20)

Map #	Name	Level	Amount	Gear
1	Bishop	10	1	Fire
2	Bishop	11	1	Bolganone
3	Bishop	12	1	Blizzard
4	Curate	14	2	Fortify
5	Hero	8	1	Killer Axe
6	Manakete	13	1	Firestone
7	Manakete	13	1	Magestone
8	Manakete	15	1	Firestone
9	Manakete	17	3	Firestone
10	Manakete	17	3	Magestone
11	Sniper	10	1	Steel Bow
12	Sniper	12	2	Silver Bow
13	Thief	15	1	Devil Sword
14	Xemcel (Manakete)	20	1	Magestone

Reinforcements (90)

Map #	Name	Level	Amount	Gear	Appearance
R1	Bishop	11	1	Bolganone	Turns 7, 10, 13, 16, 19, 22, 25, 28, 31, 34, 37, 40, 43, 46, and 49
R2	Hero	8	1	Silver Axe	Turns 7, 10, 13, 16, 19, 22, 25, 28, 31, 34, 37, 40, 43, 46, and 49
R3	Manakete	15	3	Firestone	Turns 7, 10, 13, 16, 19, 22, 25, 28, 31, 34, 37, 40, 43, 46, and 49
R4	Pegasus Knight	15	1	Dragon Lance	Turns 7, 10, 13, 16, 19, 22, 25, 28, 31, 34, 37, 40, 43, 46, and 49

Loot

Map #	Name	Location
L1	Aum	Chest



New Recruits



Elice

Class	LV	HP	Mov	Weapon/Ranks	Gear
Cleric	10	18	5	Staves: A	None

Str: 0
Mag: 2
Skill: 5
Spd: 6
Lck: 3
Def: 3
Res: 8

By some divine miracle, Marth's sister, Princess Elice, has managed to survive all these long years in the hands of the enemy. She joins her brother on the field of war here at the start of Chapter 24, ready to support the Archanean League as they march toward the final battle against evil.

Battle Prep



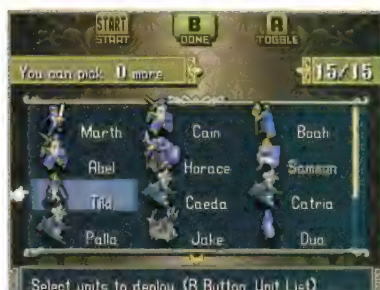
You've arrived at Dolhr, realm of the dragonkin, so expect to face plenty of Manaketes during this battle. Some wield Firestones, others unleash magical attacks via Magestones, but all are vulnerable to Dragonpikes and Wyrmslayers.

A few important tips:

- Definitely bring Tiki if you recruited her back in Chapter 19. Her Divinestone spells instant doom for Manaketes, wiping them out with just one strike.

- Exploit Ballisticians here—they needn't move far to lob fodder over the mountains, bombarding foes near the castle. Use Xane's imitation talents to gain an extra siege unit.
- Bring all the fliers you can muster to gain a mobility advantage over the battlefield's difficult terrain.

Secret Chapter Alert!



If you wish to visit a special chapter (Chapter 24x) after this battle, you must fulfill two simple requirements: Tiki must not be among your army by the end of Chapter 24, and the Falchion must not be in your possession (the number of units

in your army has no bearing on whether or not you may visit Chapter 24x). The main reasons to visit Chapter 24x are to collect valuable treasure and recruit a powerful Manakete named Nagi.

Don't despair; there's a sneaky way to visit Chapter 24x even if you've recruited Tiki and claimed the Falchion from Gharnef. Simply hand Tiki the Falchion during Chapter 24 and allow the enemy to defeat her. This satisfies both entry requirements, and you'll be taken to Chapter 24x when you finish your business here in Chapter 24. Best of all, the Falchion will appear in your convoy at the start of 24x, and you may revive Tiki at any time using the Aum staff you find during this chapter!

Surrounded by Mountains

Take full advantage of the mountains south of your army's starting position throughout this battle—they prevent Dolhr's forces from easily reaching you, but your fliers and artillery can strike as they please. Just pay heed to the enemy's attack range and avoid leaving your units exposed. If you like, send one flier to attack the boss from the north on your very first turn—you won't do much damage, but the attack is worth EXP.



Your primary targets are the Snipers, as they pose the greatest risk to your fliers. Bombard them with artillery from afar, massing your fliers to the west for a sortie against the nearby Curate.

TIP Annihilate the enemy Thief with artillery if you like, and you won't need to race him to the southeast chest.

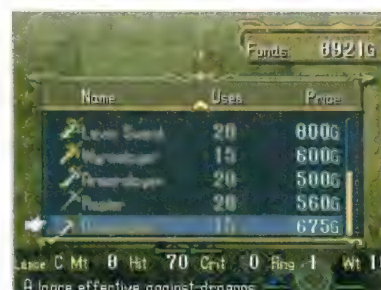


Continue battering your foes with artillery during your second turn. Send your fliers south, sneaking them along the region's western border as they move to eliminate the Curate and Bishop south of the castle. Make sure no Sniper can retaliate against them during the Enemy Phase and retreat your fliers back over the mountains after they complete their mission.

Beware: Dolhr may advance forces through the lone narrow pass between the peaks. The mountains make it a difficult journey, however, so guarding the pass is quite easy. If you've brought Tiki along, simply leave her to defend the pass with her Divinestone—she'll devastate any Manaketes that head your way.



Dolhr Stores



Hand a unit the Silver Card and send them north to browse the wares of Dolhr's finest armory and vendor. Here you can purchase Dragonpikes and Wyrmslayers to help you combat the many dragonkin in the region, along with

Pure Water to aid in your defense against Manaketes with Magestones.

Armory

Icon	Item	Uses	Price	Description	Weapon	Mt	Hit	Crit	Rng	Wt
	Armor-slayer	20	1,000G	A sword effective against armored units.	Sword C	7	80	0	1	9
	Dragonpike	15	1,350G	A lance effective against dragons.	Lance C	8	70	0	1	10
	Iron Sword	40	400G	An affordable sword that is easy to wield.	Sword E	5	100	0	1	4

Icon	Item	Uses	Price	Description	Weapon Rank	Mt	Hit	Crit	Rng	Wt
	Killing Edge	20	1,500G	A sword whose design yields frequent critical hits.	Sword C	8	90	20	1	6
	Levin Sword	20	1,600G	A sword of lightning used to attack indirectly.	Sword C	6	90	0	1-2	6
	Rapier	28	1,120G	Strong against cavalry/armored units. For Marth.	Sword E	5	100	10	1	4
	Silver Sword	20	2,000G	A sword whose mighty blows offset its steep price.	Sword B	12	100	0	1	5
	Steel Sword	35	875G	A weighty but more powerful sword.	Sword D	8	90	0	1	8
	Wyrmslayer	15	1,200G	A sword effective against dragons.	Sword C	7	80	0	1	9

Vendor

Icon	Item	Uses	Price	Description	Weapon Rank	Mt	Hit	Crit	Rng	Wt
	Bolgnone	13	1,690G	Superior magic used to attack with flames.	Tome C	12	70	0	1-2	4
	Elfire	18	1,260G	Potent magic used to attack with flames.	Tome D	9	80	0	1-2	3
	Mend	16	1,280G	Greatly restores HP to an adjacent ally.	Staff D	--	--	--	1	--
	Pure Water	3	600G	Medicine that boosts resistance. The effect lessens with each passing turn.	--	--	--	--	--	--
	Recover	13	1,690G	Completely restores HP to an adjacent ally.	Staff B	--	--	--	1	--
	Vulnerary	3	360G	Medicine that restores HP.	--	--	--	--	--	--

Eastward Advance



Harassing the enemy near the mountains is all well and good, but you'll also need to send a powerful strike force east, looping around the mountains in an effort to beat the enemy Thief to the chest in the south-east temple. Ensure these

troops wield Dragonpikes and Wyrmslayers so they can combat enemy Manaketes, and have a healer tag along to patch up the wounded.



CAUTION



Beware Manaketes armed with Magestones—these foes deal magical damage! Use Pure Waters and the Barrier staff to boost your units' magical resistance.

A torrent of reinforcements will emerge from the region's forts—90 units in all, appearing in regular intervals that start with the Enemy Phase of Turn 7. You can defeat all these units for vast amounts of EXP if you like, but if you'd rather not wait around for 50 turns to pass by, look to defeat the boss before they begin to arrive.



Boss: Xemcel

Xemcel is a powerful Manakete, but a few fliers armed with anti-dragonkin weapons can wipe him out any time you chose. Perform this maneuver after your Bal-Listicians have eliminated the nearby Snipers to ensure your forces come to no harm during the Enemy Phase.



Strike Xemcel with Dragonpikes and Wyrmslayers to dispatch him with all speed. No reinforcements will appear after their boss has fallen!

TIP Another fast way to defeat Xemcel is to warp Tiki across the mountains, using her Divinestone to dispatch the boss in short order. You may then either wait a turn to warp Marth over to seize the castle, or use a second Warp staff to transport Marth there without delay. In fact, if you've claimed all three Warp staves up to this point, you can defeat the Xemcel, warp a unit to claim the Aum staff from the southeast temple, and seize the enemy's castle during your very first turn!

Aum's for the League



A powerful item known as the Aum staff is kept inside a chest in a small temple to the southeast. The temple is under heavy guard, so your forward party will need to fight their way to the prize. Have them draw out the defenders one at a time, dispatching each one

in turn before marching forth to open the chest.

Secret Shop



Don't leave the area until you've checked out the final secret shop in the game. Equip a fast flier with the Silver Card and VIP Card, then fly the unit to the single patch of plains in the region's southwest corner.



Hurrah, another secret shop! This special vendor offers a variety of stat-boosting items for your units. The final battle draws near, so buy all you can afford!

NOTE This shop only carries three of each item.



Secret Shop

Icon	Item	Uses	Price	Description
	Dracoshield (x3)	1	2,500G	An item that increases defense by 2.
	Talisman (x3)	1	2,500G	An item that increases resistance by 2.
	Seraph Robe (x3)	1	2,500G	An item that increases maximum HP by 7.
	Arms Scroll (x3)	1	2,500G	An item that increases a unit's weapon level for whatever weapon or magic is equipped.

Chapter 24x—The Alterspire

Marth did as Gotoh instructed and chose soldiers for his journey into the unseen. What lay within the tower in this alternate world to test him? Marth's heart wavered. But with neither the divine blade Falchion nor the divine-dragon girl to aid him, the tower's master was his last hope of defeating Medeus.

Gotoh had told Marth to find a coffin. So, while most of his companions remained in the material world to battle Dolhr, Marth and his chosen few scoured the tower in search of a mysterious savior.

Enemies (31)

Map #	Name	Level	Amount	Gear
1	Berserker	5	1	Hammer
2	Berserker	5	1	Hand Axe
3	Bishop	7	2	Swarm, Physic
4	Bishop	8	1	Blizzard
5	Bishop	9	1	Bolganone
6	Hero	3	2	Steel Axe
7	Hero	8	1	Armorslayer
8	Hero	8	1	Steel Axe
9	Hero	8	1	Steel Sword
10	Manakete	5	2	Firestone
11	Manakete	5	4	Magestone
12	Manakete	8	1	Magestone
13	Sniper	3	1	Steel Bow
14	Sniper	8	1	Killer Bow
15	Sniper	8	1	Steel Bow
16	Sorcerer	5	1	Fire
17	Sorcerer	5	1	Thunder
18	Swordmaster	5	1	Killing Edge
19	Swordmaster	5	3	Steel Sword
20	Warrior	5	1	Poleax
21	Warrior	5	1	Steel Axe
22	Warrior	5	2	Steel Bow

Loot

Map #	Name	Location
L1	Aura	Chest
L2	Excalibur	Chest
--	Falchion (weaker version)	Gained upon chapter completion

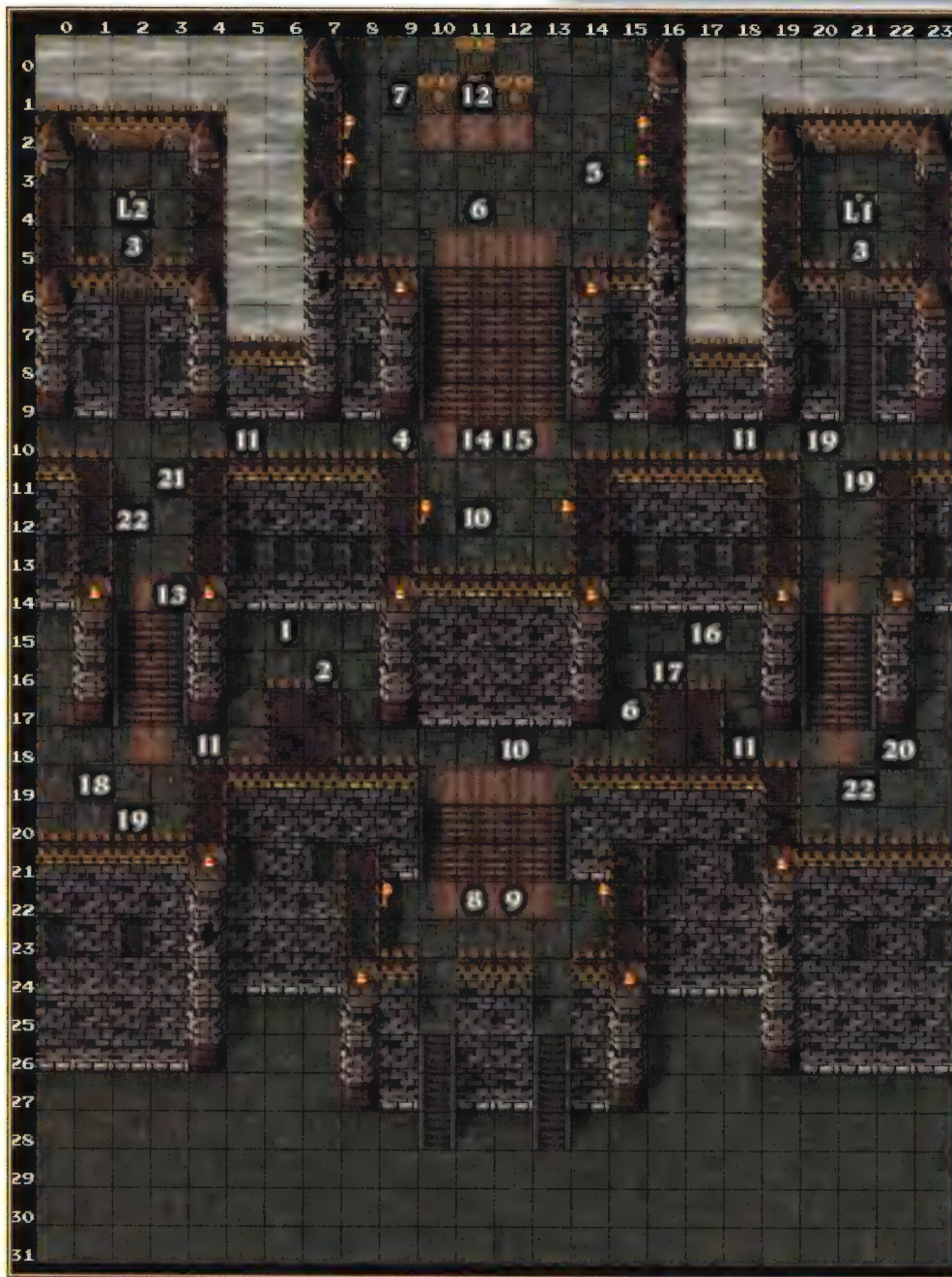
New Recruits

Nagi

Class	LV	HP	Mov	Weapon	Ranks	Gear
Manakete	15	32	6	N/A		Divinestone

Str: 8
Mag: 2
Skill: 12
Spd: 14
Lck: 10
Def: 6
Res: 10

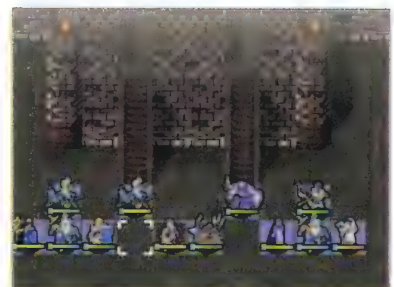
Braving the ominous Alterspire holds an important reward for Marth: A divine-dragon named Nagi awaits him at the tower's top. Nagi's Divinestone will be instrumental in destroying Medeus during the final battle, so the timing of recruiting her couldn't be better.



NOTE Chapter 24x is a special chapter that can only be visited if neither Tiki nor the Falchion are in your army by the end of Chapter 24. The main reason to come here is to recruit Nagi, a mighty divine-dragon with the power to defeat Medeus.

Battle Prep

You're only allowed 12 units for this battle, so you must choose wisely. The Alterspire is packed with foes of every sort, making it a good place for you to bestow some extra EXP to your forces before sending them to the final showdown against Medeus. Here's some advice:



New Recruit: Nagi



Seize the throne at the Alterspire's apex to discover a secret passage to an ancient burial chamber. Here Marth discovers the divine-dragon Nagi wrapped in deep sleep within a coffin. Nagi's eyes slowly open, and as the fog of

slumber lifts from her mind, the Manakete begins to realize that her destiny lies alongside the League. She hands Marth the legendary blade, Falchion, and agrees to aid him in the fight against Medeus.

NOTE The Falchion you receive from Nagi is a significantly weaker version of the same blade you could have obtained from Gharnef back in Chapter 23. If you visited Chapter 24x using the sneaky method of having Tiki bested by the enemy while carrying the true Falchion during Chapter 24, you'll find both versions of the ancient blade in your convoy during preparations for the final battle.



Endgame—Chosen By Fate

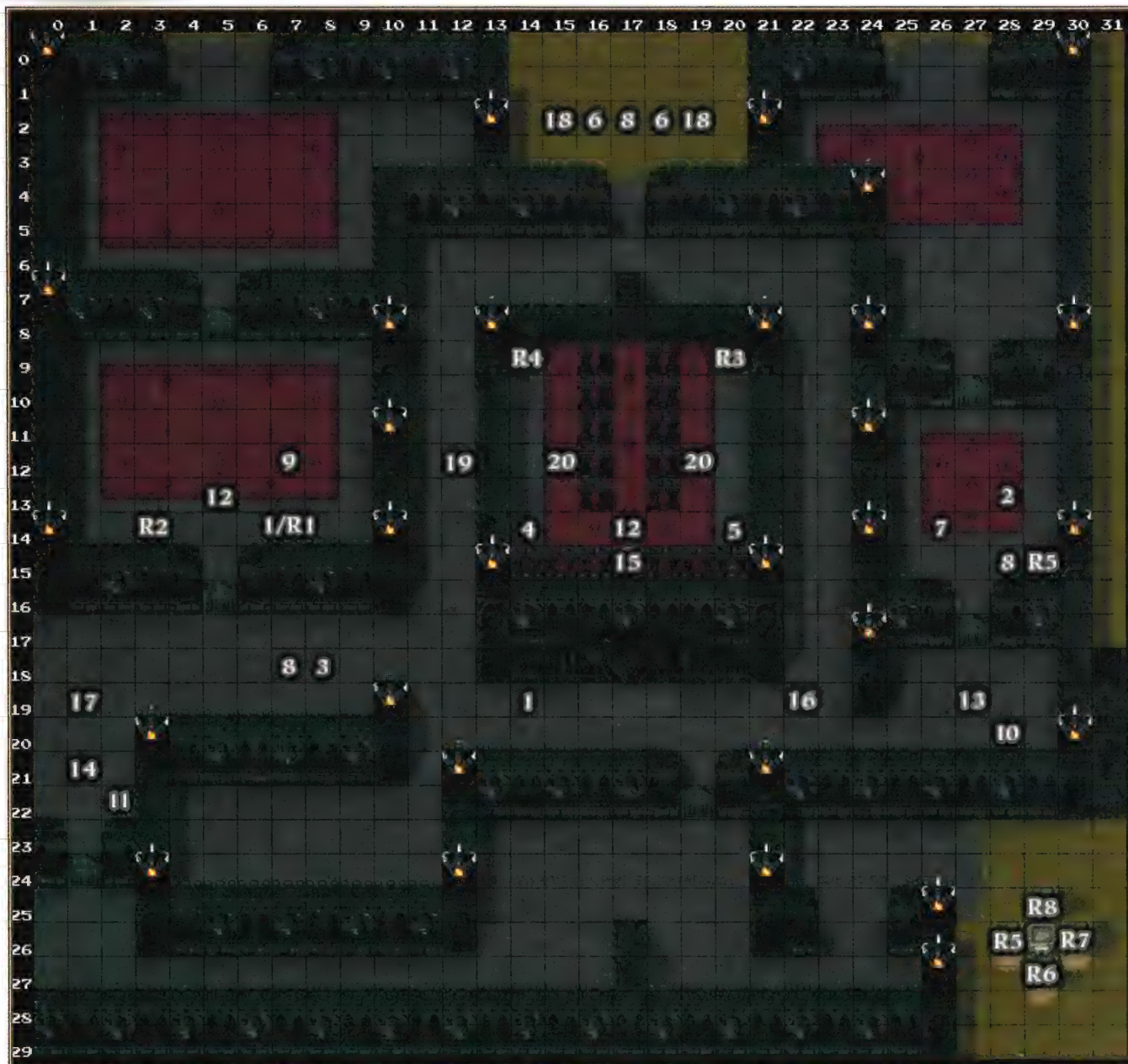
The long war had been fought, Archanea's many lands freed, and now the League had cornered their archenemy within his castle. They broke into four groups and stormed the four gates of the Dolhr Keep—unaware that this was exactly what Medeus was expecting. Bravely, these warriors fate had chosen steeled themselves for one last struggle.

Enemies (27)

Map #	Name	Level	Amount	Gear
1	Ballistician	13	2	Pachyderm
2	Bishop	13	1	Swarm
3	Bishop	13	1	Bolganone, Door Key
4	Curate	15	1	Fortify
5	Curate	15	1	Physic
6	Dracoknight	13	2	Silver Axe
7	Dracoknight	13	1	Dragonpike
8	General	13	3	Silver Lance
9	Hero	13	1	Levin Sword
10	Hero	13	1	Silver Sword
11	Hero	13	1	Silver Sword
12	Manakete	20	2	Firestone
13	Manakete	20	1	Magestone
14	Manakete	20	1	Magestone, Vulnerary
15	Medeus (Earth Dragon)	25	1	Earthstone
16	Paladin	13	1	Javelin
17	Paladin	13	1	Silver Lance
18	Paladin	13	2	Silver Sword
19	Paladin	13	1	Wyrmslayer
20	Sniper	13	2	Silver Bow

Reinforcements (49)

Map #	Name	Level	Amount	Gear	Appearance
R1	Ballistician	13	1	Pachyderm	Turns 3, 5, 7, 9, 14, and 19
R2	Bishop	13	1	Thoron	Turns 3, 5, 7, 9, 14, and 19
R3	Hero	13	1	Silver Axe	Turns 3, 5, 7, 9, 14, and 19
R4	Manakete	20	1	Magestone	Turns 3, 5, 7, 9, 14, and 19
R5	Dracoknight	13	2	Javelin	Turns 4, 7, 10, 14, and 19
R6	Hero	13	1	Silver Sword	Turns 4, 7, 10, 14, and 19
R7	Manakete	20	1	Firestone	Turns 4, 7, 10, 14, and 19
R8	Paladin	13	1	Dragonpike	Turns 4, 7, 10, 14, and 19



New Recruits



Gotoh

Class	LV	HP	Mov	Weapon	Ranks	Gear
Sage	18	37	6	Staves: A; Tomes: A	Fortify; Recover; Swarm; Thoron	

Str: 3
Mag: 11
Skill: 20
Spd: 20
Lck: 16
Def: 13
Res: 12

The great Sage Gotoh joins your party at the start of Chapter 25, but only if you didn't visit Chapter 24x to recruit Nagi. Gotoh commands utter mastery over all forms of magic, carrying powerful offensive and healing magic into the final battle against evil. Recruiting Gotoh is also the only way to claim the Swarm tome during the adventure.

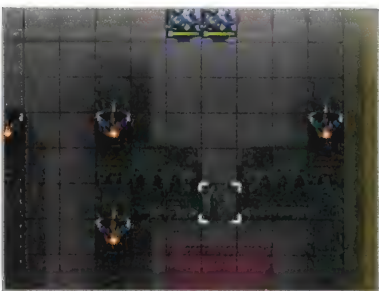
Closing Doors

Medeus has rigged a little surprise for the League: Several doors in his keep will close at various points during this battle, potentially trapping your forces within! It's therefore wise to give a Door Key or Master Key to at least one character in each of your parties (except the southwest group, which isn't in

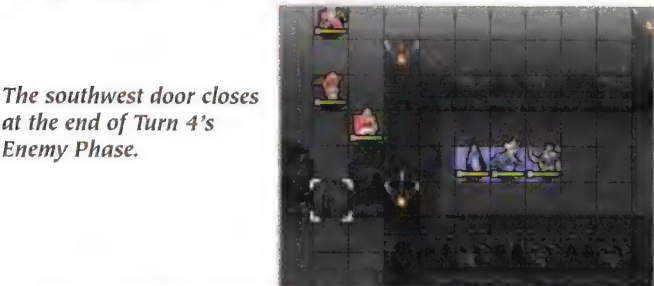


danger of being trapped. Here's when each door will close:

The northwest door closes at the end of Turn 2's Enemy Phase.



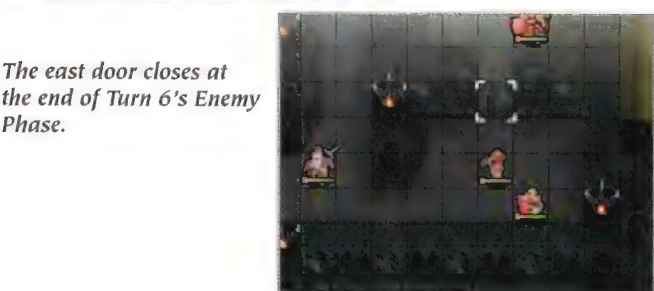
The northeast door also closes at the end of Turn 2's Enemy Phase.



The southwest door closes at the end of Turn 4's Enemy Phase.



The west door closes at the end of Turn 5's Enemy Phase.



The east door closes at the end of Turn 6's Enemy Phase.

Battle Prep

Considering how the keep's doors close and where Medeus' reinforcements spawn from, it's possible to exploit the closing doors to help you keep many of the reinforcements in check. There are countless ways of setting up your groups, but consider the following setup, which uses two Ballisticians to cripple Medeus' forces during the very first turn:



Place swift and powerful combat units, such as Dracoknights and Paladins, in your northwest party. This group will be responsible for defeating the enemy Manakete and Ballistician to the south during your first turn. The enemy Ballistician can be reached only by a ranged attack during Turn 1, so ensure one of

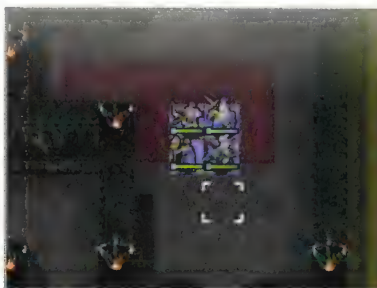
your units wields a Levin Sword to exploit the Ballistician's lack of Res and inflict high magical damage from range.



Put a Ballistician; a healer armed with the Barrier staff; and one fast, strong attacker (such as a Paladin or Dracoknight) in the southwest group—the only party that won't be trapped by any closing doors. The Ballistician will be used to finish off the enemy's

northwest Ballistician with a powerful Thunderbolt strike. The Paladin/Dracoknight will advance to destroy the other Ballistician poised near the map's center during your first turn—but its Res must be enhanced so the unit isn't defeated by the nearby Bishop afterward.

The southern group that includes Marth should include Tiki (if you didn't go to Chapter 24x to recruit Nagi), along with another Ballistician, assuming you've recruited and kept both Jake and Beck. This Ballistician's job will be to strike the enemy's central Ballistician during your first turn, assisting your southwest group's Paladin/Dracoknight in destroying it. Place a Thief into this group, too, or outfit a unit with a Door Key or Master Key, so the party can exit through the central door later on (which is closed at the chapter's start).



Your eastern group is the most remote, so ensure it features a few powerful attackers, a versatile healer such as a Bishop, and a Horseman or Sniper. This group will drive south, slaying the enemy Bishop and Dracoknight during the first turn.

Some other key tips:

- Ballisticians make this battle much easier, but if you don't have any, substitute fast attackers instead, such as Paladins and Dracoknights. Their great mobility allows them to strike remote targets just as effectively as artillery, though they must risk advancing to do so.
- Equip all your characters with the very best gear, including legendary weaponry such as Mercurius and Gradivus. Also ensure that every combat unit carries a balanced array of weaponry so they can pierce armor, slay cavalry, dispatch dragons, and strike from range.
- If you've been hoarding stat-boosting items such as Speedwings and Seraph Robes, now's the time to use them. Spend time boosting your forces' stats

during the Battle Prep to lessen enemy damage and simplify combat. Tiki and Nagi are prime candidates for stat boosts, as they'll be the ones to confront Medeus in the final battle.

- Outfit your healers with the best staves, trading lowly Heals for Mends and Recovers. Also give each one a Fortify or Physic staff so they can patch up allies from afar.

Besting the Ballisticians



Your first turn is a critical one. Begin with your northwest party, advancing swift attackers south to destroy the enemy Manakete with Dragonpikes or Wyrmslayers. Strike at the enemy Ballistician with a Levin Sword to soften it up,

then have your southwest party's Ballistician unleash a Thunderbolt to finish it off.

NOTE Don't bother attacking enemies during this battle unless you think you can defeat them. Medeus' healers carry Fortify staves and will patch up their wounded from afar.

Now for the other Ballistician. Use your southern group's Ballistician to bombard the enemy's central one with a Thunderbolt for heavy damage. Afterward, have your southwest party's healer boost the Res of the group's Paladin/Dracoknight attacker with a Barrier staff, then advance the attacker to finish off the central Ballistician. This unit will be struck by the nearby enemy Bishop and Paladin during the Enemy Phase, but not the nearby General if you attack the Ballistician from the south.



TIP If you have only one Ballistician, substitute your southwest group's healer for another swift Paladin/Dracoknight attacker, sending both of the group's combat units to destroy the enemy's central Ballistician during Turn 1.



Your east group should focus on wiping out the enemy Bishop and Dracoknight south of their position during the first turn. (If forced with making a choice, the Bishop's powerful magic likely makes it the greater threat.) Leave the

General alone and don't leave any of your units exposed to the

Manakete that stands farther south. (This means you'll need to take down the Dracoknight with ranged attacks.)

The Second Turn

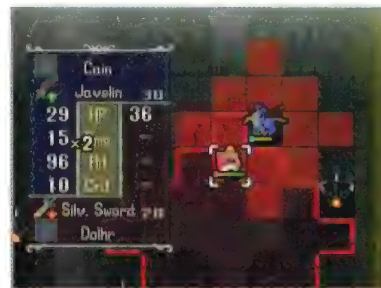


finish it off, along with any other enemies in the room. Make sure none of your units are left stranded behind the northwest door—it closes at the end of this turn's Enemy Phase.

Your southwest group's forward attacker(s) likely fell under heavy assault during the Enemy Phase, so be sure to use Physic or Fortify staves to heal it before assaulting the nearby Bishop or Paladin. Exploit your Ballistician(s) and march your southern forces east, heading for the locked door near the keep's center.



NOTE The southeast vendor only sells Door Keys and Vulneraries—nothing fancy!



first turn's Enemy Phase. Station a unit to lure in the southern Manakete if you like, equipping that unit with a Dragonpike or Wyrmslayer for a chance at besting the Manakete when it strikes during the Enemy Phase.

NOTE Doors will still close even if you position a unit atop them. The unit will come to no harm and will be able to move off from the closed door afterward.

Medeus' forces will retaliate as best they can during the Enemy Phase, but little should come of it if you've followed these strategies and destroyed their Ballisticians. A Paladin has likely moved against your northwest group; have the party

finish it off, along with any other enemies in the room. Make sure none of your units are left stranded behind the northwest door—it closes at the end of this turn's Enemy Phase.

Your southwest group's forward attacker(s) likely fell under heavy assault during the Enemy Phase, so be sure to use Physic or Fortify staves to heal it before assaulting the nearby Bishop or Paladin. Exploit your Ballistician(s) and march your southern forces east, heading for the locked door near the keep's center.

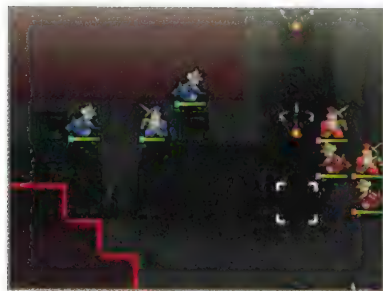
The southeast vendor only sells Door Keys and Vulneraries—nothing fancy!

Lastly, advance your northeast units beyond the northeast door, which also closes at the end of Turn 2's Enemy Phase. Look to wipe out the enemy General you ignored before, along with the Hero that likely advanced during the

first turn's Enemy Phase. Station a unit to lure in the southern Manakete if you like, equipping that unit with a Dragonpike or Wyrmslayer for a chance at besting the Manakete when it strikes during the Enemy Phase.

Doors will still close even if you position a unit atop them. The unit will come to no harm and will be able to move off from the closed door afterward.

Rallying Against Reinforcements

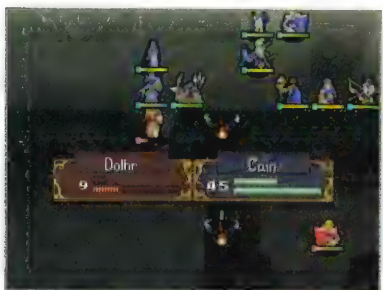


A cohort of foes approaches from the north, moving toward your central party. Worse, enemy reinforcements will begin to emerge from the keep's many stairs during Turn 3's Enemy Phase. Leave two units of your northeast group poised

atop the two western stairs to block the reinforcements' arrival, sending the rest to assist your central party in repelling the inbound northerners. The units you leave to guard the stairs will be locked away for the remainder of the battle, so don't leave anyone behind who you can't afford to lose.

TIP Blocking the western stairs is a vital maneuver—you do not want additional Ballisticians to join the enemy ranks!

Continue advancing your southern party toward the central locked door as your northeast group marches south—these two forces will eventually meet in the central corridor. Ensure your northeast group flees the east room before its door closes during the Enemy Phase of Turn 6, and the reinforcement Dracoknights that emerge from the keep's east stairs will be locked away after the east door closes.



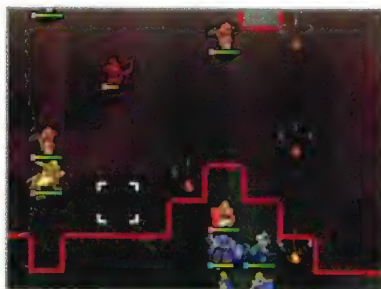
Opening the central door enables enemy reinforcements that emerge from the southeast forts to enter the keep, so you'll need to position forces to block them. The doorway is a great place for a powerful unit to stand guard—support

the defender with a healer and pound the reinforcements with artillery as they make the long journey from the forts.

TIP While guarding the central door, look to blast Medeus' healers with your artillery units to stop them from healing wounded foes.

Moving Against Medeus

The only reinforcements whose advance you can't halt are those that stem from the central stairs inside Medeus' chamber. Heroes appear from one set of stairs, and Manaketes from the other. Confront these forces as you advance up the central hallways, using Tiki or Nagi to decimate the Manaketes and other combat units to dispatch the Heroes.



CAUTION

Beware the attack range of the Snipers within Medeus' chamber—they can fire arrows into some sections of the hall. Defeat the Snipers with artillery strikes if you can.



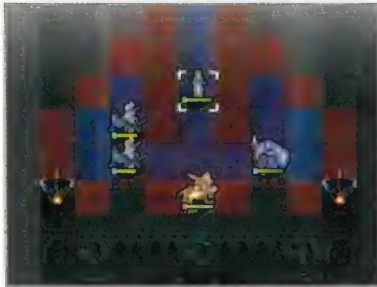
mark your progress at the northern savepoint when you arrive.



Continue a tactical advance up the central corridors and into Medeus' chamber, escorting Tiki or Nagi to the final showdown against evil. Keep assailing Medeus' throne room units with artillery from the southern hall the whole while and

Use Tiki or Nagi to lure away the final Manakete that's poised to defend its master. With this final obstacle cleared from your path, the time is right to strike at Medeus.

Final Boss: Medeus



Once inside Medeus' chamber, position units to block off enemy reinforcements hailing from the chamber's stairs. You can do this by simply stationing a unit to either side of Medeus—just don't leave them within his attack range! With his supporters choked off, Medeus is poised to fall—advance either Tiki or Nagi to score the final blow against evil.



CAUTION



Beware: If you haven't blocked off the reinforcement Ballisticians hailing from the west stairs, they'll be able to strike your units within Medeus' chamber!



Neither Nagi nor Tiki is likely to defeat Medeus with their first Divine-stone attack, but they're sure to inflict severe damage. Heal them after they strike, using Physic or Fortify staves so as not to place your healers in Medeus' range. Continue assaulting the evil Earth Dragon with Divinestone blasts until the fiend finally falls. Defeating Medeus ends the battle and ensures a brighter tomorrow for the entire land!



Multiplayer

This portion of the guide covers *Fire Emblem: Shadow Dragon*'s unique multiplayer modes, offering tips and advice to help you claim dominance over your peers!

Overview



to the castle. The most common method of claiming victory is to wipe out the opposing army. Easier said than done, of course!

The other way to win a multiplayer battle involves controlling the map's castle. Moving any unit onto the castle changes its flags to your army's color, showing your ownership. Expect your rival to try to wipe out your unit so they can move one of theirs onto the castle and steal control. Whichever force owns the castle when the match's turn limit expires is deemed the victor!



Connection Options



Select the "Extras" option from the main menu, then choose either "Play Wirelessly" if you wish to battle a nearby friend or "Nintendo WFC" if you wish to compete over Nintendo Wi-Fi Connection against other players from around the world.

TIP Refer to your instruction manual for advice on how to connect to Nintendo WFC.

Creating Squads



Before you can take to the field in a multiplayer match, you must first create at least one squad of units that will serve as your army. Select the "Squads" option to begin this process. The units available to you are the same ones from your

single-player adventure, so the farther you've progressed through Marth's epic quest, the stronger your multiplayer squads will be. Select your most current save to view your units, then pick five units to form your squad.

NOTE Squads cannot be created from Prologue chapter saves.



NOTE Don't worry about losing units in multiplayer matches—being defeated in multiplayer battle is not permanent as it is during the single-player campaign.

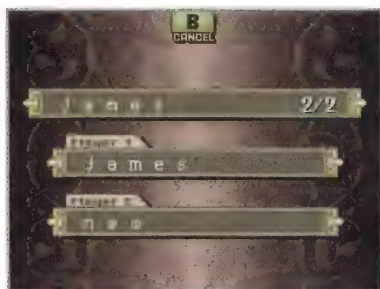


You can store several squads, so experiment and assemble teams with different strengths and abilities. Consider the multiplayer maps and match rules when building your squads—will you need to open any doors? If so, you'll probably want to include a Thief. Will fog of war be an issue? If so, a squad with high mobility can help you slip away from danger. Ask yourself these types of questions and build a variety of squads so you'll be better prepared to do battle on any map, under any conditions.

Here are some tips to consider when assembling squads:

- Favor promoted units over base classes, as they have better stats and are more versatile—important advantages when you can bring only five troops to the field. For example, favor Bishops, Sorcerers, and Sages over Mages, Curates, and Clerics because these advanced classes can both heal allies with staves and assault foes with tomes.
- You can equip your units before adding them to a squad, so ensure each troop carries the very best gear available to them. Arm your combat forces with an array of anti-armor, anti-dragon, and anti-cavalry weapons so that any unit can quickly best any given adversary.

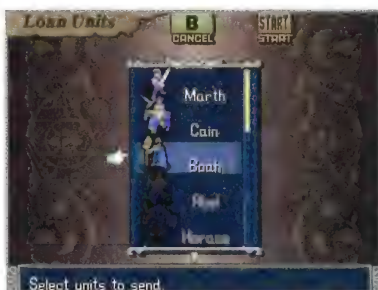
Loaning Units



Loaning units is a nice way to help friends advance through the single-player campaign, especially if they're stuck on a tricky battle. You can loan units wirelessly or over Nintendo WFC, but recipients can only use loaned units in single-player mode; they

cannot be brought into multiplayer matches. To start loaning units, one player must first create a room that the other will join. Once the room has been created, the other player can view and select it from the list to join the room.

When both players have linked up within the room, they may each select a save slot from which to loan and store units. A list of units then appears—the same units that the player has in their army at that point during the campaign. Select the units you wish to loan and send them to your friend. Now they can add new and powerful units to their single-player armies!



NOTE Units you loan are simply copies of the originals—you can't lose units by loaning them out.



Match Setup

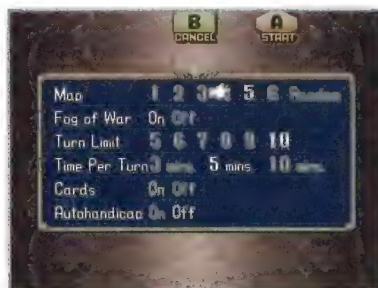
Once two players have linked up to play a match, the match's creator gets to set the rules and determine the map they'll be battling on. Here are the available options:

Map: Choose the map you'll be fighting on from the six available multiplayer battlefields.

Fog of War: When set to "On," a fog will blanket the field, concealing enemy forces from one another. Units can only see two spaces through the fog in each direction. Makes for exciting and unpredictable battles!

Turn Limit: Decide how many turns the battle will feature, from 5 to 10. Controlling the map's castle becomes more important when playing lower-turn matches.

Time Per Turn: Set a limit on how much time each player can take to make their moves during their turn. Shortening this promotes faster matches.



Cards: Decide whether or not each player can bestow special cards to their forces that either enhance their units or hamper their adversary.

Autohandicap: When set to "On," a weaker squad's units are leveled up to help them match their rival's might. Useful when playing with unbalanced armies.

Squad Cards

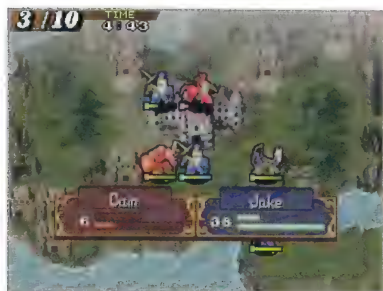
Cards are special items that bestow benefits to your squad when used in multiplayer matches. Only one card can be used per squad each match. Cards are awarded by winning multiplayer matches against other players—this is the only way to obtain new cards.

Here's the complete multiplayer card list, along with their effects. Look for ways to exploit cards to your advantage!

Cards

Name	Effect
Adamant	All units in your squad get a +1 bonus to their Def (defense)
Apotrope	Negates all bonus damage done to all your units (from Ridersbanes or Armorslayers, for example)
Battleaxe	All axe wielding units in your squad get a +10% bonus to their Hit probability
Dazzle	Renders all units incapable of landing critical hits
Fleet Feet	All Knights and Generals in your squad get a +1 bonus to their Mov (movement)
Fletcher	All bow wielding units in your squad get a +10% bonus to their Hit probability
Generosity	You win two cards at the end of battle if you win the match
Gravity	All terrain movement costs are increased by 1 point, slowing all units
Guardian	All units in your squad get a +1 bonus to their Res (magic resistance)
Haste	All units in your squad get a +1 bonus to their Spd (speed)
Judgment	Damages all rival units by 20% of their maximum HP at the outset of battle
Maelstrom	All rival fliers suffer a -1 penalty to their Mov (movement)
Magic	All units in your squad get a +1 bonus to their Mag (magic ability)
Recovery	All units in your squad recover 2 HP each turn (in addition to any terrain healing)
Skill	All units in your squad get a +1 bonus to their Skill
Sorcerer	All tome wielding units in your squad get a +10% bonus to their Hit probability
Spearhead	All lance wielding units in your squad get a +10% bonus to their Hit probability
Strength	All units in your squad get a +1 bonus to their Str (strength)
Umbra	All units' sight reduced to 1 space during Fog of War battles (instead of the normal 2 spaces)
Whetstone	All sword wielding units in your squad get a +10% bonus to their Hit probability

General Tactics



Many strategies that are viable during the single-player campaign also apply to multiplayer matches, particularly when Fog of War isn't an issue. For example, you usually want to keep your units out of the enemy's attack range, hoping to lure them in so that you can strike first. Stay aggressive and march toward the castle, but avoid exposing your units to risk. Play cat-and-mouse with your rival, aiming to bait them into advancing. When an opportunity presents itself, look to wipe out one or two of your enemy's units in a single turn with a well-orchestrated attack. Once you've managed to cripple your rival, you can move in with greater force and confidence.

Healers are critical units to bring into multiplayer matches. Equip them with Physic or Fortify staves so they may safely mend your combat units as they storm the front lines. Warp staves can also be extremely useful tools, particularly when Fog of War isn't present on the field. Warp a few units over to your enemy's starting location during the first turn, striking hard to cripple their army before they have a chance to act!



Fighting the Fog



Fog of War is one factor that really separates multiplayer battles from those fought during the single-player quest. You can't strike an enemy until one's been discovered when Fog is in play, so fast movement and steady aggression are often the keys to victory. Favor squads of swift units during Fog of War scenarios, using one or two as scouts to track down each enemy in turn. Once you find a foe, advance and defeat it, and the Fog will roll back in to conceal your forces from your rival once more.

Multiplayer Battlefields

Now that we've covered the basics of multiplayer matches, let's take a closer look at what each map has to offer.



NOTE Remember, the blue army always has the first move in multiplayer matches; the red army will always move second.

Arena I (10x11)

The first multiplayer map is the smallest—an island filled with forts and dominated by the central castle. This is a great map for fast, intense matches because the region's confines ensure a short chess match before mayhem ensues.



Both armies begin on opposing isles—one to the north, the other to the south—connected to the main island by bridges. Because the map is so small, neither force begins significantly closer to the castle than the other, giving the player who gets to act first a clear advantage.

The main island features multiple forts—good places to position units for extra defense and steady healing. These forts are also excellent places to check for enemy activity when Fog of War is in play.

It usually pays to remain defensive during your first turn when there's no Fog of War to worry about, advancing no farther than the edge of your rival's attack range. The castle is so close that your adversary may well become greedy and try an early advance—this gives you the perfect chance to crush them on the following turn.

Arena II (15x20)



The second multiplayer battlefield is a bit larger than the first but features a somewhat similar layout: Both armies begin on small isles connected to a larger central island by bridges. The bridges here are longer and also stretch up to a northern land mass, where the map's castle is located. The army that acts last each turn begins with their forces already on the march toward the central island and distant castle.

Because of the map's size and distance to the castle, fast units such as Cavaliers, Paladins, Pegasus Knights, and Dracoknights have a clear advantage here. Fliers are especially useful because the armies' initial proximity allows them to soar over and strike at their foes during the very first turn. Ballisticians can score first-strike attacks as well, so take a look at the map and be sure to organize your squad so that weaker units aren't left exposed. Expect the enemy to bring plenty of fliers to this battlefield and counter this tactic by including a few powerful bow wielders in your squad.

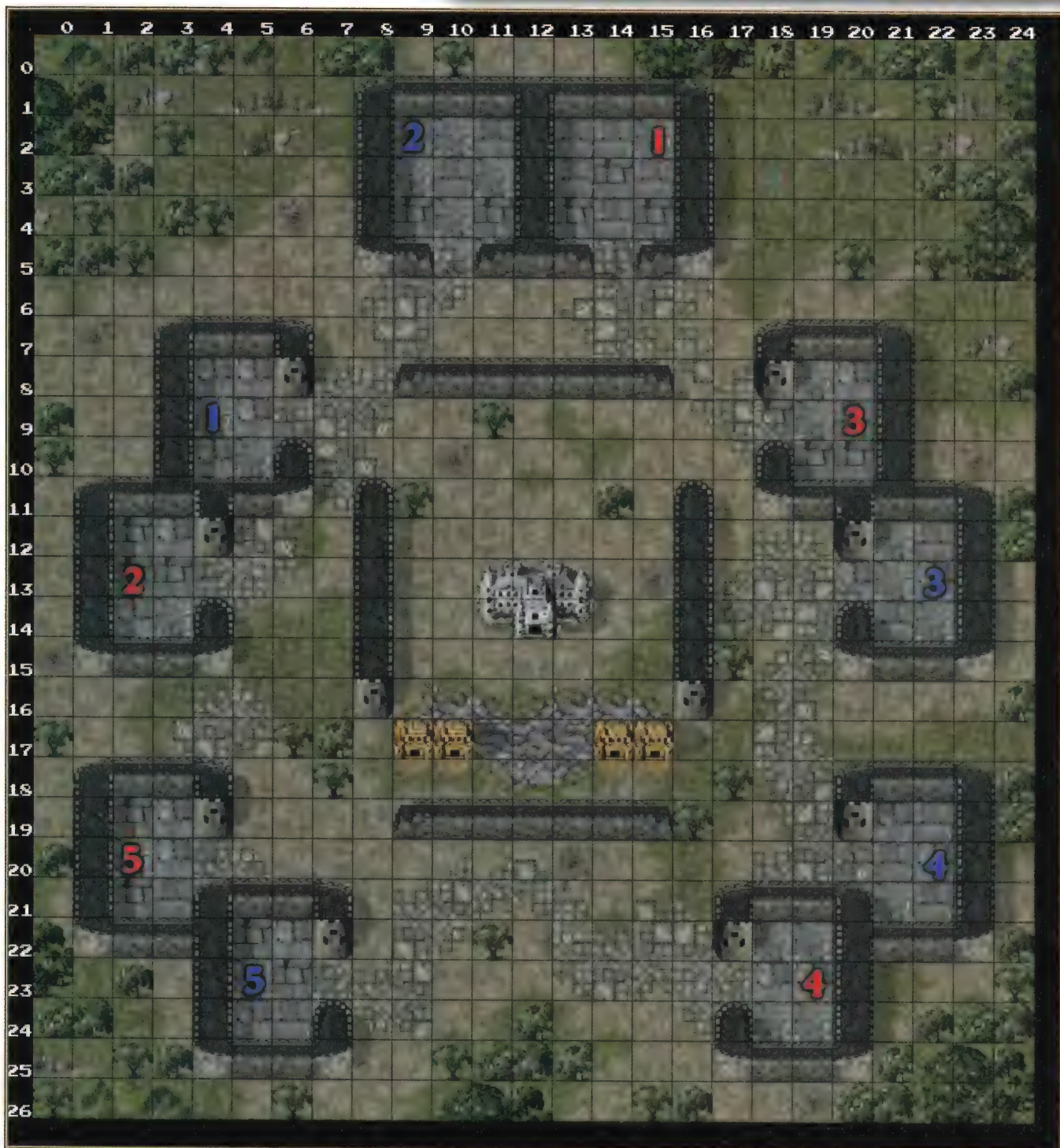
When Fog of War is a factor, a race toward the castle and central forts is often the best policy on this map. If you favor a more clandestine approach, try sneaking your troops along the long outer bridges, taking the longer road to the castle. Or hide fliers, Pirates, and Berserkers around the seas, where they'll be extremely difficult for the enemy to locate.

Arena III (23x25)

This large map is unique in that it spreads out each player's forces, putting each unit inside a small room, completely cut off from their comrades and surrounded by enemies. This makes each match played here exciting and difficult to predict. Consider your units' starting locations and organize your squad accordingly. High movement ratings are helpful—set things up so your units can quickly converge near the central castle and make a united stand.

Because your forces are so divided, ensure your healer carries Physic and Fortify staves for long-range healing. Organize your squad so that your healer begins to the north, far away from the action. During Fog of War matches, consider retreating your healer to a remote corner of the region to keep the unit farther from harm's way.





Arena IV (17x19)

The fourth multiplayer map is smaller than the third and features locked doors that hamper each army's progress toward the central northern castle. The army to act last each turn begins closer to the castle, but both armies are far enough apart that there's no chance of one striking the other during the first turn (without the aid of Warp staves, that is).

A Thief can be a welcome asset during battles waged here. Organize your squad so that any Thieves you bring are close enough to open doors during your first turn. This is a bit easier for the player who acts last each turn because their units start closer to the doors than the player who acts first, but each player is able to open at least one door during their initial turn.

On the other hand, you might not wish to replace a worthy combat unit with a weakling Thief. In that event, give swift units Master Keys or Door Keys, using them to open doors for you instead.

During Fog of War contests, you may find it useful to forgo the doors entirely and loop your army around south, taking the long way toward the castle. If your adversary cuts straight across to face your army, they'll be met with locked doors while your force advances on theirs from the south, striking at their weaker units that are often kept "safe" in the rear.



Arena V (30x20)

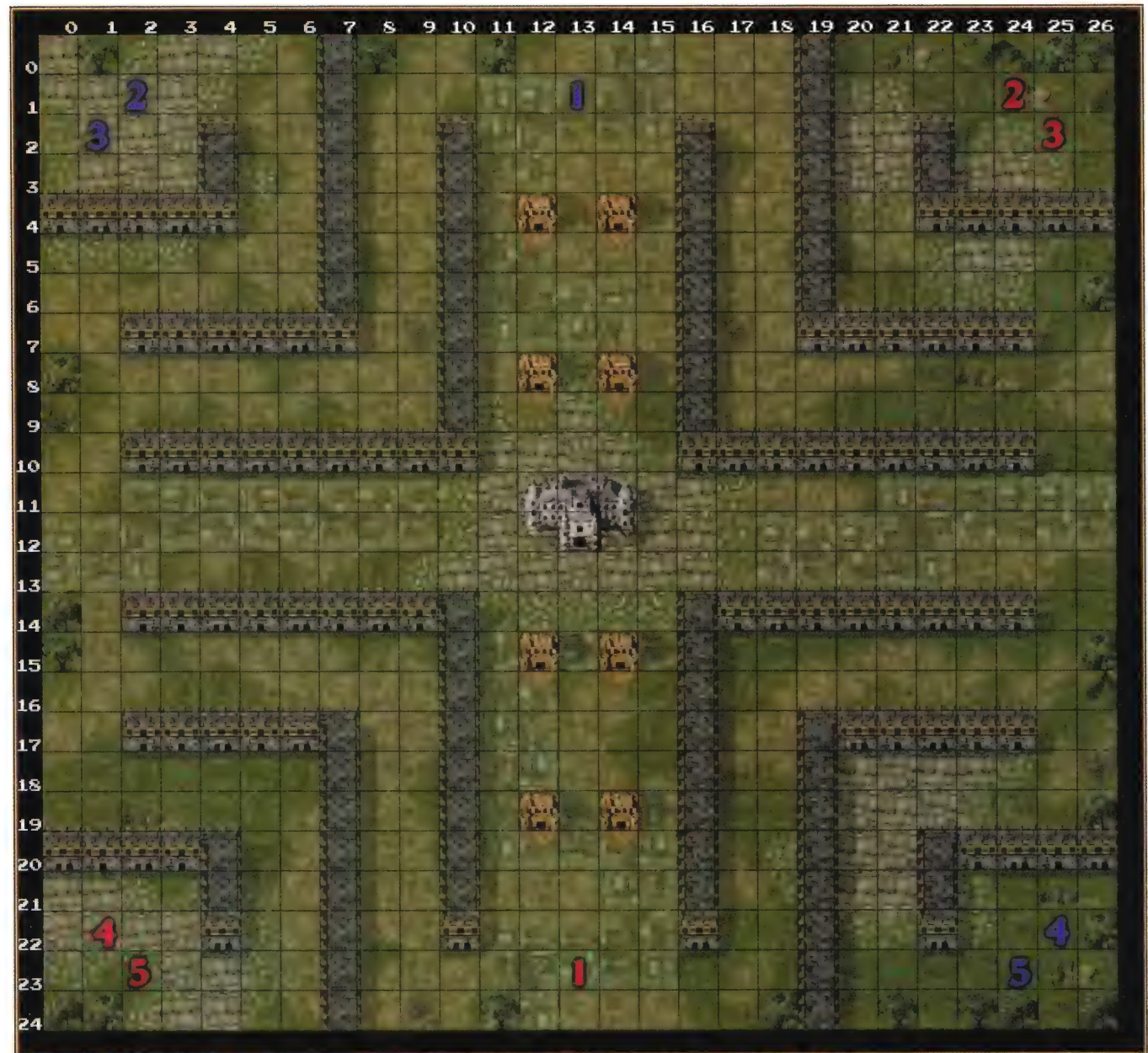
This wide field sports very little cover, making for epic clashes once both armies meet in the center. The central forts offer defense and healing, and it's usually best to secure some of them before your rival. This places an emphasis on movement range because the first army to reach those forts gains what small advantage can be had at this wide open arena. Hurry to claim the castle, then exploit those forts to help you hold onto it.



Arena VI (25x23)

The sixth multiplayer arena is similar to the third in that it divides each player's forces, having them start in remote corners of the battlefield and forcing most to navigate simple mazes of walls to reach the central castle. This is naturally time consuming, but selecting units with high movement ranges helps speed things up. It also helps to organize your squad so that the one unit that doesn't begin inside a maze is a slower, stronger class, such as a Manakete or General—someone capable of marching on the castle and holding it while awaiting reinforcements.

Support units can truly make a difference in this final arena. If possible, cast your squad so that a healer armed with a Warp staff begins in each corner maze, standing alongside a powerful frontline ally. This allows you to warp two of your distant units to the map's center during your first turn, placing them to hold the castle well in advance of your rival's forces. Or, if Fog of War isn't a factor, warp your forces to dispatch your adversary's lone unit that doesn't begin inside the mazes instead! Long-range healing is also a big plus here; it takes forever for healers to navigate through those mazes.



Appendices

Welcome to the *Fire Emblem: Shadow Dragon* appendices! These final pages of the guide are packed with quick-reference tables to help you as you play.

CAUTION

Spoiler Alert! All of *Fire Emblem: Shadow Dragon*'s best-kept secrets are revealed in these appendices. You've been warned!

Character Recruitment

Portrait	Name	Class	Chapter	How to Recruit	Notes
	Marth	Lord	Prologue I or Chapter 1	Gained at the chapter's start	Prologue chapters are only available in Normal difficulty
	Abel	Cavalier	Prologue II or Chapter 1	Gained at the chapter's start	Prologue chapters are only available in Normal difficulty
	Frey	Cavalier	Prologue II	Gained at the chapter's start	Prologue chapters are only available in Normal difficulty (Unavailable in Hard mode)
	Cain	Cavalier	Prologue III or Chapter 1	Gained at the chapter's start	Prologue chapters are only available in Normal difficulty
	Iagen	Paladin	Prologue III or Chapter 1	Gained at the chapter's start	Prologue chapters are only available in Normal difficulty
	Gordin	Archer	Prologue IV or Chapter 1	Starts as enemy; have Marth talk to him to recruit	Prologue chapters are only available in Normal difficulty
	Draug	Knight	1 - Marth Embarks	Gained at the chapter's start	--
	Norne	Archer	1 - Marth Embarks	Gained at the chapter's start	Only if you have four or fewer units after the Prologue (Unavailable in Hard mode)
	Caeda	Pegasus Knight	1 - Marth Embarks	Gained at the chapter's start	A Princess
	Wrys	Curate	1 - Marth Embarks	Visit the region's village	Only Marth can visit villages
	Ogma	Mercenary	2 - The Pirates of Galder	Gained at the chapter's start	--
	Barst	Fighter	2 - The Pirates of Galder	Gained at the chapter's start	--

















Characters

The following tables deal with the characters that can be recruited during the course of the adventure.

Recruitment

Here's how and when to recruit each character during the adventure, along with any special notes. Characters are listed in order of appearance.

05: Appendices

Portrait	Name	Class	Chapter	How to Recruit	Notes
	Bord	Fighter	2 - The Pirates of Galder	Gained at the chapter's start	--
	Cord	Fighter	2 - The Pirates of Galder	Gained at the chapter's start	--
	Darros	Pirate	2 - The Pirates of Galder	Starts as enemy; have Marth talk to him to recruit	--
	Castor	Hunter	2 - The Pirates of Galder	Starts as enemy; have Caeda talk to him to recruit	--
	Julian	Thief	3 - A Brush in the Teeth	Gained at the chapter's start	--
	Lena	Cleric	3 - A Brush in the Teeth	Gained at the chapter's start	--
	Navarre	Myrmidon	3 - A Brush in the Teeth	Starts as enemy; have Caeda talk to him to recruit	--
	Matthis	Cavalier	4 - Battle in the Lea	Starts as enemy; have Lena talk to him to recruit	--
	Merric	Mage	4 - Battle in the Lea	Visit the region's village	Only Marth can visit villages
	Hardin	Cavalier	5 - Champions of Aurelis	Gained at the chapter's start	--
	Roshea	Cavalier	5 - Champions of Aurelis	Gained at the chapter's start	--
	Sedgar	Horseman	5 - Champions of Aurelis	Gained at the chapter's start	--
	Vyland	Cavalier	5 - Champions of Aurelis	Gained at the chapter's start	--
	Wolf	Horseman	5 - Champions of Aurelis	Gained at the chapter's start	--
	Wendell	Sage	5 - Champions of Aurelis	Starts as enemy; have Marth or Merric talk to recruit	--
	Rickard	Thief	6 - Fire Emblem	Starts as enemy; have Marth or Julian talk to him to recruit	--

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Portrait	Name	Class	Chapter	How to Recruit	Notes
	Athena	Myrmidon	6x - In War's Grip	Visit the region's village	Only Marth can visit villages
	Bantu	Manakete	7 - Lefcandith Gauntlet	Visit the region's village	Only Marth can visit villages
	Caesar	Mercenary	8 - Port Warren	Gained at the chapter's start	--
	Radd	Myrmidon	8 - Port Warren	Gained at the chapter's start	--
	Roger	Knight	8 - Port Warren	Starts as enemy; have Caeda talk to him to recruit	--
	George	Sniper	9 - Pyrathi Dragon	Visit the region's village	Only Marth can visit villages
	Maria	Cleric	10 - Princess Minerva	Starts as enemy; have Marth talk to her to recruit	A Princess
	Minerva	Dracoknight	10 - Princess Minerva	Starts as enemy; have Marth talk to her to recruit	A Princess; must first recruit Maria before Minerva can be recruited
	Linde	Mage	11 - Knorda Market	Visit the region's village	Only Marth can visit villages
	Jake	Ballistician	11 - Knorda Market	Starts as enemy; have Caeda talk to him to recruit	Must first speak with Anna at one of the region's houses
	Boah	Bishop	12 - The Ageless Palace	Gained at the chapter's start	--
	Dolph	Knight	12 - The Ageless Palace	Gained at the chapter's start	--
	Macellan	Knight	12 - The Ageless Palace	Gained at the chapter's start	--
	Midia	Paladin	12 - The Ageless Palace	Gained at the chapter's start	--
	Tomas	Archer	12 - The Ageless Palace	Gained at the chapter's start	--
	Horace	General	12x - A Traitor's Worth	Beat the chapter without defeating Horace	No need to talk to Horace to recruit

05: Appendices

Portrait	Name	Class	Chapter	How to Recruit	Notes
	Astram	Hero	13 - The Wooden Cavalry	Starts as enemy; have Midia talk to him to recruit	--
	Beck	Ballistician	13 - The Wooden Cavalry	Visit the region's village	Only Marth can visit villages
	Catria	Pegasus Knight	14 - Land of Sorrow	Starts as enemy; have Marth talk to her to recruit	--
	Palla	Pegasus Knight	14 - Land of Sorrow	Starts as enemy; have Marth talk to her to recruit	--
	Arran	Paladin	16 - The Battle for Altea	Visit the region's western village	Cannot be recruited if Samson has been recruited
	Samson	Hero	16 - The Battle for Altea	Visit the region's eastern village	Cannot be recruited if Arran has been recruited
	Xane	Freelancer	16 - The Battle for Altea	Starts as enemy; have Marth talk to him to recruit	--
	Etsel	Sorcerer	17x - Prisoner of Helena	Beat the chapter without defeating Etsel	No need to talk to Etsel to recruit
	Est	Pegasus Knight	18 - The Sable Order	Starts as enemy; have Marth talk to her to recruit	--
	Tiki	Manakete	19 - Manakete Princess	Starts as enemy; have Bantu talk to her to recruit	--
	Lorenz	General	20 - Camus the Sable	Starts as enemy; have Marth or Caeda talk to him to recruit	--
	Ymir	Warrior	20x - The Lair of Fire	Starts as enemy; have Marth talk, then beat chapter to recruit	Ymir leaves the battlefield after Marth talks to him
	Elice	Cleric	24 - The Dragonkin Realm	Gained at the chapter's start	A Princess
	Nagi	Manakete	24x - The Alterspire	Beat the chapter	Nagi is not present on the battlefield but is recruited afterward
	Gotoh	Sage	Endgame - Chosen By Fate	Gained at the chapter's start	Only if you didn't go to Chapter 24x

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Support Partners

Certain characters are able to draw off each other during battle, gaining stat bonuses after fighting alongside one another for a long time. Such characters learn to trust one another, developing a strong bond and an intimate knowledge of each other's fighting skills. The more battles a character participates in with its support partners, the stronger the support bond grows. Characters must fight within relatively close range of their support partners to gain the stat boosts.

Support Partners

Character	Partner A	Partner B	Partner C	Partner D	Partner E
Marth	Caeda	Elice			
Caeda	Marth				
Jagen	Marth				
Cain	Marth	Catria	Abel	Est	
Abel	Marth	Est	Palla	Cain	
Draug	Marth	Gordin	Norne		
Gordin	Marth	Draug	Norne		
Wrys	Marth	Caeda			
Ogma	Caeda	Navarre			
Barst	Ogma	Bord	Cord		
Bord	Ogma	Cord	Barst		
Cord	Ogma	Bord	Barst		
Castor	Caeda	Marth			
Darros	Marth	Caeda			
Julian	Lena				
Lena	Julian	Matthis			
Navarre	Caeda	Ogma			
Merric	Elice	Wendell	Marth		
Matthis	Lena				
Hardin	Marth				
Wolf	Hardin				
Sedgar	Hardin				
Roshea	Hardin				
Vyland	Hardin				
Wendell	Merric	Marth			
Rickard	Julian	Marth			
Bantu	Tiki	Nagi			
Caesar	Radd				
Radd	Caesar				
Roger	Caeda				
George	Marth				
Maria	Marth	Minerva			
Minerva	Marth	Maria			
Linde	Marth	Merric			
Jake	Caeda	Lena	Maria	Minerva	Linde
Midia	Astram	Boah	Dolph	Macellan	Tomas
Dolph	Macellan	Tomas	Midia	Boah	
Macellan	Dolph	Tomas	Boah	Midia	
Tomas	Dolph	Macellan	Boah	Midia	
Boah	Marth	Midia	Astram		
Beck	Marth				
Astram	Midia	Boah			
Palla	Minerva	Abel	Frey		
Catria	Marth	Minerva	Cain	Frey	
Arran	Marth				
Samson	Marth				
Xane	Tiki	Marth	Nagi		
Est	Minerva	Abel	Cain		
Tiki	Marth				
Lorenz	Caeda				
Elice	Marth	Merric	Gotoh		
Gotoh	Marth	Elice			
Frey	Marth	Palla	Catria		
Norne	Marth	Draug	Gordin		
Athena	Marth				
Horace	Marth				
Etzel	Marth				
Ymir	Marth				
Nagi	Marth				

Base Stats and Starting Gear

Here's each character's initial stats, along with their starting equipment when first recruited.

Character Base Stats and Starting Gear

Name	Class	Lv	HP	Mov	Str	Mag	Skill	Spd	Lck	Def	Res	Weapon Ranks	Starting Gear
Marth	Lord	1	18	7	5	0	3	7	7	7	0	Swords: D	Iron Sword, Rapier
Abel	Cavalier	1	20	9	6	0	7	7	2	7	0	Lances: D; Swords: E	Iron Sword, Javelin
Frey	Cavalier	1	18	9	7	0	6	6	2	7	0	Lances: D; Swords: E	Iron Lance, Iron Sword, Vulnerary
Cain	Cavalier	1	20	9	7	0	5	6	3	7	0	Lances: E; Swords: D	Iron Lance, Iron Sword
Jagen	Paladin	1	22	10	7	1	10	8	1	9	6	Lances: B; Swords: D	Iron Sword, Silver Lance, Vulnerary
Gordin	Archer	1	18	5	5	0	3	4	4	6	0	Bows: D	None (Normal difficulty) or Iron Bow, Steel Bow (Hard mode)
Caeda	Pegasus Knight	1	16	8	4	1	6	12	9	7	6	Lances: D	Wing Spear
Draug	Knight	1	20	5	7	0	3	3	1	11	0	Lances: D	Iron Lance
Norne	Archer	1	16	5	4	0	1	5	3	6	0	Bows: D	Iron Bow
Wrys	Curate	1	16	5	0	2	5	6	2	3	6	Staves: E	Heal
Barst	Fighter	3	24	6	10	0	6	9	5	6	0	Axes: D	Hand Axe, Steel Axe
Bord	Fighter	2	20	6	8	0	4	7	1	5	0	Axes: C	Hammer, Iron Axe
Cord	Fighter	2	20	6	7	0	5	9	5	5	0	Axes: E	Iron Axe
Castor	Hunter	3	21	6	7	0	3	6	3	4	0	Bows: D	Iron Bow
Darros	Pirate	3	21	6	6	0	2	7	3	5	0	Axes: D	Steel Axe
Ogma	Mercenary	4	22	7	6	0	11	12	3	6	0	Swords: C	Iron Sword, Steel Sword
Julian	Thief	3	17	7	4	0	6	12	7	4	0	Swords: E	Iron Sword
Lena	Cleric	3	16	5	0	2	7	8	8	3	7	Staves: C	Warp
Navarre	Myrmidon	3	19	7	5	0	9	11	8	6	0	Swords: C	Killing Edge
Matthis	Cavalier	2	20	9	5	0	2	6	0	7	0	Lances: D; Swords: E	Iron Lance
Merric	Mage	1	20	6	0	3	3	6	3	4	3	Tomes: D	Excalibur
Hardin	Cavalier	6	24	9	9	0	7	8	3	8	1	Lances: B; Swords: D	Steel Sword
Roshea	Cavalier	3	22	9	6	0	5	7	4	7	0	Lances: D; Swords: E	Iron Lance, Iron Sword
Sedgar	Horsemen	1	20	9	6	1	6	7	2	6	2	Bows: D; Swords: E	Steel Bow
Vyland	Cavalier	1	20	9	5	0	3	6	2	7	0	Lances: D; Swords: E	Steel Lance
Wendell	Sage	1	22	6	3	4	2	12	1	5	5	Staves: E; Tomes: B	Thunder, Barrier
Wolf	Horsemen	3	22	9	6	0	6	8	5	6	1	Bows: D; Swords: E	Iron Bow, Iron Sword
Rickard	Thief	1	16	7	4	0	2	9	0	3	0	Swords: E	Iron Sword
Athena	Myrmidon	10	25	7	9	0	12	13	6	7	0	Swords: C	Iron Sword
Bantu	Manakete	1	20	6	2	0	3	4	1	3	1	--	--
Caesar	Mercenary	3	20	7	5	0	8	12	6	7	0	Swords: D	Steel Sword
Radd	Myrmidon	1	18	7	4	0	8	10	1	6	0	Swords: D	Iron Sword
Roger	Knight	5	22	5	7	0	3	5	2	13	0	Lances: D	Iron Lance
George	Sniper	1	24	7	7	1	10	12	4	8	3	Bows: B	Silver Bow, Steel Bow
Maria	Cleric	3	17	5	0	2	2	3	0	4	8	Staves: D	Heal
Minerva	Dracoknight	1	24	10	9	0	6	12	6	12	3	Axes: A; Lances: D	Hauteclere
Jake	Ballistician	1	20	4	5	0	1	3	3	14	0	--	Arrowspate
Linde	Mage	1	18	6	0	2	4	7	7	3	4	Tomes: D	Aura
Boah	Bishop	1	22	6	1	4	7	10	4	5	9	Staves: C; Tomes: B	--
Dolph	Knight	4	22	5	8	0	6	5	3	13	0	Lances: C	--
Macellan	Knight	3	20	5	8	0	5	3	4	12	0	Lances: D	--
Midia	Paladin	1	24	10	7	1	11	9	7	9	6	Lances: C; Swords: D	--
Thomas	Archer	8	22	5	7	0	6	5	4	6	0	Bows: C	--
Horace	General	3	32	6	15	1	12	8	7	17	3	Lances: B; Bows: D	Steel Lance
Astram	Hero	1	26	8	8	1	14	14	3	8	3	Axes: D; Swords: B	Silver Sword, Wyrm Slayer
Beck	Ballistician	1	20	4	6	0	4	3	5	14	0	--	Thunderbolt
Catria	Pegasus Knight	5	20	8	6	2	7	13	7	8	6	Lances: C	Killer Lance
Palla	Pegasus Knight	8	22	8	7	2	8	13	5	8	6	Lances: B	Dragonpike
Arran	Paladin	10	24	10	8	1	8	11	4	10	6	Lances: A; Swords: D	Killer Lance, Silver Lance
Samson	Hero	10	24	8	10	1	14	16	7	9	3	Axes: B; Swords: D	Silver Axe
Xane	Freelancer	1	18	6	2	1	2	8	9	4	10	--	Iron Sword
Etzel	Sorcerer	6	30	6	2	11	14	9	7	7	12	Staves: D; Tomes: B	Elfire
Est	Pegasus Knight	3	19	8	5	2	6	12	11	7	6	Lances: C	Mercurius, Ridersbane
Tiki	Manakete	1	18	6	3	0	3	4	12	3	10	--	Divinestone
Lorenz	General	5	34	6	11	1	3	6	2	17	3	Bows: B; Lances: A	Silver Lance
Ymir	Warrior	10	46	7	18	0	13	14	5	9	1	Axes: B; Bows: D	Devil Axe
Elice	Cleric	10	18	5	0	2	5	6	3	3	8	Staves: A	--
Nagi	Manakete	15	32	6	8	2	12	14	10	6	10	--	Divinestone
Gotoh	Sage	18	37	6	3	11	20	20	16	13	12	Staves: A; Tomes: A	Fortify, Recover, Swarm, Thoron

Growth Rates and Stat Ceilings

The following table shows the likelihood each character's stats have of increasing when a character earns enough EXP to reach a new level. Cross reference these growth rates with the Class Growth Rates in the next table to discover how your characters will develop as they gain levels in any class.

S = Extremely likely to increase

A = Very likely to increase

B = Likely to increase

C = May increase

D = Unlikely to increase

E = Cannot increase

F = Negative growth (Class Growth Rates only). Unit stats will never decrease when leveling up; however, negative class growth rates will slow or even prevent a character's growth along a certain stat.

NOTE There is no growth rate for a character's Mov (movement) stat. The only way to increase a character's Mov is by promoting it with a Master Seal, or by using a special item known as Boots. See the "Items" section that follows for further details.



Character Growth Rates (Any Class)

Name	Starting Lv	HP	Str	Mag	Skill	Spd	Lck	Def	Res
Marth	1	B	C	D	C	C	A	D	D
Abel	1	C	C	D	C	B	C	D	D
Frey	1	B	C	D	C	B	B	D	D
Cain	1	C	C	D	C	B	B	D	D
Jagen	1	E	D	D	D	D	C	D	D
Gordin	1	C	D	E	C	D	B	C	D
Caeda	1	D	D	D	B	A	A	E	E
Draug	1	E	D	D	C	B	C	E	E
Norne	1	C	D	E	C	C	C	D	D
Wrys	1	E	D	D	D	E	B	D	D
Barst	3	E	E	E	C	C	B	D	E
Bord	2	D	D	E	C	E	C	D	E
Cord	2	E	D	D	D	C	B	D	D
Castor	3	E	C	D	C	D	C	D	E
Darros	3	D	C	E	D	E	B	C	E
Ogma	4	C	C	E	D	D	B	D	D
Julian	3	B	B	E	C	D	S	C	D
Lena	3	F	E	D	D	E	A	E	C
Navarre	3	B	C	D	C	C	B	D	E
Matthis	2	B	C	E	D	D	C	D	D
Merric	1	B	E	D	C	C	B	C	D
Hardin	6	D	D	E	C	B	C	D	D
Roshea	3	B	C	E	C	E	D	D	D
Sedgar	1	S	A	D	S	A	C	S	E
Vyland	1	C	D	E	E	C	C	E	D
Wendell	1	C	E	E	E	E	B	D	D
Wolf	3	S	S	D	A	A	B	A	E
Rickard	1	C	B	E	E	D	B	D	D
Athena	10	C	D	D	C	C	C	D	E
Bantu	1	F	E	E	F	F	D	E	D
Caesar	3	C	C	D	D	C	C	D	D
Radd	1	C	C	E	D	C	B	D	E
Roger	5	D	C	E	D	D	S	E	D
George	1	E	D	D	C	D	C	E	D
Maria	3	F	E	D	D	D	A	F	C

05: Appendices

Name	Starting Lv	HP	Str	Mag	Skill	Spd	Lck	Def	Res
Minerva	1	E	C	E	C	D	B	C	E
Jake	1	E	D	E	B	E	B	E	D
Linde	1	C	E	C	C	C	A	E	D
Boah	1	F	E	E	E	E	C	E	D
Dolph	4	D	D	D	C	C	D	D	E
Macellan	3	E	C	E	D	C	C	E	D
Midia	1	B	D	E	C	B	D	D	D
Thomas	8	C	D	E	D	C	C	E	D
Horace	3	E	E	D	D	D	D	D	E
Astram	1	C	C	D	D	E	B	D	D
Beck	1	C	D	E	C	C	C	D	D
Catria	5	C	C	E	A	B	B	D	D
Palla	8	C	B	E	B	E	D	D	D
Arran	10	D	C	E	D	C	B	E	D
Samson	10	D	D	D	E	D	B	D	D
Xane	1	E	E	D	E	E	C	E	D
Etzel	6	C	E	D	C	C	C	D	D
Est	3	D	B	E	B	C	B	D	D
Tiki	1	B	C	E	B	A	S	D	D
Lorenz	5	D	C	E	B	C	B	E	D
Ymir	10	D	D	E	D	C	C	D	E
Elice	10	B	E	C	C	B	S	D	E
Nagi	15	B	C	E	B	A	S	D	D
Gotoh	18	B	E	E	C	B	S	E	D
Maria	Cleric	D	E	D	C	C	B	E	B
Maria	Bishop	D	E	C	C	C	B	E	C
Minerva	Dracoknight	C	C	E	B	C	C	C	E
Jake	Ballistician	C	C	E	B	D	B	D	E
Linde	Mage	C	E	B	C	C	B	E	D
Linde	Sage	C	E	C	C	C	B	E	C
Boah	Bishop	D	E	D	D	D	D	E	C
Dolph	Knight	B	C	E	C	C	D	B	E
Dolph	General	B	C	E	C	C	D	B	E
Macellan	Knight	B	C	E	C	C	C	C	E
Macellan	General	B	C	E	C	C	C	C	E
Midia	Paladin	A	C	E	B	B	D	D	E
Thomas	Archer	B	C	E	C	B	C	D	E
Thomas	Sniper	B	C	E	C	B	C	D	E
Horace	General	B	D	E	C	D	D	C	E
Astram	Hero	S	B	E	C	D	B	D	E
Beck	Ballistician	B	C	E	C	C	C	C	E
Catria	Pegasus Knight	B	B	E	A	B	C	C	D
Catria	Dracoknight	B	B	E	A	B	C	C	D
Palla	Pegasus Knight	B	B	E	B	C	D	C	D
Palla	Dracoknight	B	B	E	B	C	D	C	D
Arran	Paladin	B	B	E	C	C	C	D	D
Samson	Hero	B	C	E	C	C	B	D	E
Xane	Freelancer	C	C	E	C	C	D	D	D
Etzel	Sorcerer	C	E	C	C	C	D	E	C
Est	Pegasus Knight	C	B	E	B	B	B	D	D
Est	Dracoknight	B	B	E	B	B	B	D	D
Tiki	Manakete	S	B	D	A	A	S	D	D
Lorenz	General	B	B	E	B	D	C	C	E
Ymir	Warrior	S	B	E	C	C	C	D	E
Elice	Cleric	B	E	C	B	B	A	E	C
Elice	Bishop	B	E	C	B	B	A	E	D
Nagi	Manakete	S	B	D	A	A	S	D	D
Gotoh	Sage	B	E	D	B	B	A	E	C

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02: Stats and Tactics

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The following table reveals the growth rates and maximum stat values for each unit class. Character growth rates are added to the class growths in this table to determine the character's total growth rate. Simply cross-reference the Character Growth Rates table with the following Class Growth Rates to determine a character's overall growth rates in its current class.

Class Growth Rates and Stat Ceilings

Class	Starting Stats								Class Growth Rates								Max Stat Values							
	HP	Str	Mag	Skill	Spd	Lck	Def	Res	HP	Str	Mag	Skill	Spd	Lck	Def	Res	HP	Str	Mag	Skill	Spd	Lck	Def	Res
Lord	18	5	0	3	7	0	7	0	B	D	F	C	C	E	D	F	60	25	25	25	25	30	25	25
Archer (Female)	16	5	0	3	4	0	6	0	B	D	F	C	C	E	D	F	60	20	20	20	20	20	20	20
Archer (Male)	16	5	0	3	4	0	6	0	B	D	F	C	C	E	D	F	60	20	20	20	20	20	20	20
Ballistician (Males Only)	20	5	0	1	3	0	14	0	B	C	F	D	C	E	C	F	60	25	20	20	20	30	25	20
Berserker (Males Only)	24	7	0	2	7	0	6	0	S	B	F	D	D	E	E	F	60	30	20	24	28	22	24	20
Bishop (Female)	22	1	3	2	4	0	3	8	C	F	C	C	C	E	F	C	60	20	25	26	25	30	22	30
Bishop (Male)	22	1	3	2	4	0	3	8	C	F	C	C	C	E	F	C	60	20	25	26	25	30	22	30
Cavalier (Males Only)	18	5	0	2	6	0	7	0	B	D	F	C	D	E	D	F	60	20	20	20	20	20	20	20
Cleric (Females Only)	16	0	1	1	3	0	1	8	C	F	D	D	C	E	F	C	60	20	20	20	20	20	20	20
Curate (Males Only)	16	0	1	1	4	0	3	6	C	F	D	D	C	E	F	C	60	20	20	20	20	20	20	20
Dark Mage (Males Only)	16	0	2	1	3	0	4	3	C	F	C	C	C	E	F	C	60	20	20	20	20	20	20	20
Dracoknight (Female)	20	8	1	5	7	0	10	3	C	D	F	C	C	E	D	E	60	26	20	26	23	30	30	21
Dracoknight (Male)	20	8	1	5	7	0	10	3	B	D	F	C	C	E	D	E	60	26	20	26	23	30	30	21
Falcoknight	20	6	1	5	7	0	7	8	C	D	F	C	C	E	D	E	60	24	20	25	25	30	25	26
Fighter (Males Only)	20	5	0	1	7	0	3	0	S	B	F	D	D	E	E	F	60	20	20	20	20	20	20	20
Freelancer (Males Only)	16	1	0	1	6	0	4	10	B	C	F	C	C	E	D	F	60	20	20	25	25	30	20	20
General (Males Only)	28	8	1	3	4	0	15	3	A	D	F	C	E	E	C	F	60	27	20	25	21	30	30	20
Hero (Males Only)	22	6	1	10	12	0	7	3	A	C	F	C	C	E	D	F	60	25	20	30	26	30	25	22
Horseman (Males Only)	20	6	1	6	8	0	6	3	B	C	F	D	C	E	D	F	60	24	20	28	30	30	23	23
Hunter (Males Only)	18	6	0	4	6	0	3	0	B	C	F	D	C	E	D	F	60	20	20	20	20	20	20	20
Knight (Males Only)	18	6	0	2	0	0	11	0	A	D	F	C	E	E	C	F	60	20	20	20	20	20	20	20
Mage (Female)	16	0	3	1	3	0	2	3	C	F	C	C	D	E	F	D	60	20	20	20	20	20	20	20
Mage (Male)	16	0	3	1	3	0	2	3	C	F	C	C	D	E	F	D	60	20	20	20	20	20	20	20
Manakete (Female)	18	0	0	1	1	0	1	1	B	C	D	C	C	E	D	F	60	20	20	20	20	20	20	20
Manakete (Male)	18	0	0	1	1	0	1	1	B	C	D	C	C	E	D	F	60	20	20	20	20	20	20	20
Mercenary (Males Only)	16	4	0	8	10	0	5	0	A	C	F	C	C	E	D	F	60	20	20	20	20	20	20	20
Myrmidon (Female)	16	3	0	9	11	0	4	0	B	D	F	C	C	E	D	F	60	20	20	20	20	20	20	20
Myrmidon (Male)	16	3	0	9	11	0	4	0	B	D	F	C	C	E	D	F	60	20	20	20	20	20	20	20
Paladin (Female)	22	7	1	5	7	0	8	6	B	D	F	C	D	E	D	F	60	25	21	28	25	25	30	25
Paladin (Male)	22	7	1	5	7	0	8	6	B	D	F	C	D	E	D	F	60	25	21	28	25	25	30	25
Pegasus Knight (Females Only)	16	4	2	5	7	0	5	6	C	D	F	C	C	E	D	E	60	20	20	20	20	20	20	20
Pirate (Males Only)	18	5	0	1	6	0	4	0	S	B	F	D	D	E	E	F	60	20	20	20	20	20	20	20
Sage (Female)	22	4	3	2	4	0	3	5	C	F	C	C	C	E	F	C	60	20	30	28	25	30	20	25
Sage (Male)	22	4	3	2	4	0	3	5	C	F	C	C	C	E	F	C	60	20	30	28	25	30	20	25
Sniper (Female)	24	7	1	8	9	0	7	3	B	D	F	C	C	E	D	F	60	24	20	30	29	30	23	20
Sniper (Male)	24	7	1	8	9	0	7	3	B	D	F	C	C	E	D	F	60	24	20	30	29	30	23	20
Sorcerer (Males Only)	22	3	3	2	4	0	4	6	C	F	C	C	C	E	F	C	60	20	30	28	25	30	20	25
Swordmaster (Female)	22	5	1	11	13	0	6	3	B	D	F	C	C	E	D	F	60	24	20	29	30	30	22	23
Swordmaster (Male)	22	5	1	11	13	0	6	3	B	D	F	C	C	E	D	F	60	24	20	29	30	30	22	23
Thief (Males Only)	16	2	0	1	7	0	1	0	C	D	F	C	B	E	D	F	60	20	20	25	30	30	25	20
Warrior (Males Only)	26	7	0	2	8	0	5	1	S	B	F	D	D	E	E	F	60	30	20	26	24	30	28	20
Class	HP	Str	Mag	Skill	Spd	Lck	Def	Res	HP	Str	Mag	Skill	Spd	Lck	Def	Res	HP	Str	Mag	Skill	Spd	Lck	Def	Res

Promotion Gains

After a character graduates to Level 10, special items known as Master Seals can be used to promote the character's class to a higher-tier class. That character immediately gains various stat boosts, as detailed in the following table. Note that some stats may decrease when a unit is promoted.

Promotion Gains

Base Class	Promoted Class	HP	Mov	Str	Mag	Skill	Spd	Lck	Def	Res	Weapon Ranks Gained	Weapon EXP
Archer	Sniper	8	2	2	1	5	5	--	1	3	--	Bow EXP gained
Cavalier	Paladin	4	1	2	1	3	1	--	1	6	--	Lance EXP gained
Cleric	Bishop	6	1	1	2	1	1	--	2	--	Tomes: E	Staff EXP gained
Curate	Bishop	6	1	1	2	1	--	--	--	2	Tomes: E	Staff EXP gained
Dark Mage	Sorcerer	6	--	2	1	1	1	--	--	3	Staves: E	Tome EXP gained
Fighter	Warrior	6	1	2	--	1	1	--	2	1	Bows: E	Axe EXP gained
Hunter	Horseman	2	3	--	1	2	2	--	3	3	Swords: E	Bow EXP gained
Knight	General	10	1	2	1	1	4	--	4	3	Bows: E	Lance EXP gained
Mage	Sage	6	--	3	1	1	1	--	1	2	Staves: E	Tome EXP gained
Mercenary	Hero	6	1	2	1	2	2	--	2	3	Axes: E	Sword EXP gained
Myrmidon	Swordmaster	6	1	2	1	2	2	--	2	3	--	Sword EXP gained
Pegasus Knight	Dracoknight	4	2	4	-1	--	--	--	5	-3	Axes: E	Lance EXP gained
Pirate	Berserker	6	1	2	--	1	1	--	2	--	--	Axe EXP gained

TIP To help your characters reach their full potential, wait until each unit reaches Level 20 (the level cap in their base class) before promoting them with a Master Seal. This ensures their stats will be as high as possible before the promotion takes place. When they later reach the Level 20 cap as a promoted unit, their stats will be as high as can be.

Class Sets

The Reclass option allows you to change most any character's class during Battle Prep if you feel the unit would serve you better in a different role. However, characters can only be reclassified into other classes that fall within the unit's class set. The following table details the different class sets.

Reclassing Units—Class Sets

Set	Class A	Class B	Class C	Class D	Class E	Class F
Male 1 Base	Archer	Cavalier	Curate	Mage	Myrmidon	--
Male 1 Promoted	Sniper	Paladin	Bishop	Sage	Swordmaster	Dracoknight
Male 2 Base	Dark Mage	Fighter	Hunter	Knight	Mercenary	Pirate
Male 2 Promoted	Sorcerer	Warrior	Horseman	General	Hero	Berserker
Female Base	Archer	Cleric	Pegasus Knight	Mage	Myrmidon	--
Female Promoted	Sniper	Bishop	Dracoknight	Sage	Swordmaster	Paladin

NOTE Marth, Ballisticians, Manaketes, Freelancers, and Thieves cannot be reclassified, and no unit may reclass into them. This makes these units rare and valuable. Because they cannot be promoted, these classes can reach Level 30.



Terrain

The following tables provide info on the many forms of terrain that make up each battlefield.

Terrain Effects

Some terrain will boost a unit's stats when a unit stands atop it, including increases to the unit's Def (defense), Res (magic resistance), or Avoidance (ability to dodge attacks). Other terrain will even heal units each turn they linger there. The following list describes the meaning behind each stat boost; the table reveals the benefits each form of terrain provides.

Def: This value is simply added to a unit's Def (defense) rating, reducing the damage the unit suffers from physical attacks.

Res: This value is simply added to a unit's Res (magic resistance) rating, reducing the damage the unit suffers from magical attacks.

Avoid: This value is subtracted from the Hit rating of enemies that try to attack units stationed atop the terrain. This makes the unit harder to strike with both physical and magical attacks.

Heal: This is a percentage of how much of a unit's maximum HP is restored each turn. For example, if a unit has a maximum HP of 25, that unit would gain 5 HP each turn it waits at a healing terrain, because all forms of healing terrain heal 20 percent of a unit's max HP (20 percent of 25 is 5).

NOTE Flying units gain no benefits from terrain except for healing. This is a trade off to their advantage of not being slowed by difficult terrain that hampers ground units.

Terrain Effects

Name	Avoid	Def	Res	Heal	Notes
Arena/Armory/Vendor	5	--	--	--	Visit to purchase goods/compete in arena games for EXP and gold
Bridge	--	--	--	--	Some bridges can be raised and lowered by Thieves or units armed with Bridge Keys/Master Keys
Chest	--	--	--	--	Only Thieves and units armed with Master Keys can open (Marth can open after obtaining the Fire Emblem)
Desert	--	--	--	--	Easier to cross for tome/staff wielders
Door	--	--	--	--	Only Thieves and units armed with Door Keys/Master Keys can open
Fence	5	--	--	--	Only fliers can cross
Floor	--	--	--	--	Easy to navigate for all units
Forest	10	--	--	--	Additional movement cost for Archers, Cavaliers, Horsemen, Paladins, and Ballisticians
Fort	15	1	--	20	Affords units extra defense and heals them each turn
Gate	20	2	--	20	Affords units extra defense and heals them each turn
House	5	--	--	--	Helps units avoid attacks
Ledge	--	--	--	--	Difficult to cross for most units; impassable to some
Mountain	20	1	--	--	Affords units extra defense
Peak	--	--	--	--	Only fliers can cross
Pillar	10	--	--	--	Helps units avoid attacks
Plain	--	--	--	--	Easy to navigate for all units
River	--	--	--	--	Impassable or difficult to cross for most units except Pirates, Berserkers, Freelancers, and flying units
Sea	20	--	--	--	Can only be crossed by Pirates, Berserkers, Freelancers, and fliers
Stairs	--	--	--	--	Easy to navigate for all units
Throne	20	2	--	20	Affords units extra defense and heals them each turn
Village	5	--	--	--	Helps units avoid attacks
Wall	--	--	--	--	Impassable to all units, including fliers

Movement Costs

These tables reveal the cost each class of unit must pay to move across various forms of terrain. These values are reduced from a unit's Mov (movement) rating to determine how far the unit may move each turn.

Movement Costs - Base Classes

Name	Archer	Cavalier	Cleric/Curate	Fighter	Hunter	Knight	Mage	Mercenary	Myrmidon	Pegasus Knight	Pirate
Armory/Vendor	1	1	1	1	1	1	1	1	1	1	1
Bridge	1	1	1	1	1	1	1	1	1	1	1
Chest	1	1	1	1	1	1	1	1	1	1	1
Desert	3	4	1	2	2	2	1	2	2	1	2
Door	--	--	--	--	--	--	--	--	--	--	--
Fence	--	--	--	--	--	--	--	--	--	1	--
Floor	1	1	1	1	1	1	1	1	1	1	1
Forest	3	3	2	2	2	2	2	2	2	1	2
Fort	2	2	2	2	2	2	2	2	2	1	2
Gate	2	2	2	2	2	2	2	2	2	1	2
House	1	1	1	1	1	1	1	1	1	1	1
Ledge	--	--	4	3	3	--	4	4	4	1	4
Mountain	--	--	4	3	3	--	4	4	4	1	4
Peak	--	--	--	--	--	--	--	--	--	1	--
Pillar	3	3	1	2	2	2	2	2	2	1	2
Plain	1	1	1	1	1	1	1	1	1	1	1
River	--	--	--	--	--	--	--	--	--	1	2
Sea	--	--	--	--	--	--	--	--	--	1	2
Stairs	1	1	1	1	1	1	1	1	1	1	1
Throne	1	1	2	1	1	1	1	1	2	1	1
Village	1	1	1	1	1	1	1	1	1	1	1
Wall	--	--	--	--	--	--	--	--	--	--	--

Movement Costs - Promoted Classes

Name	Berserker	Bishop	Dracoknight	General	Hero	Horseman	Paladin	Sniper	Swordmaster	Warrior
Armory/Vendor	1	1	1	1	1	1	1	1	1	1
Bridge	1	1	1	1	1	1	1	1	1	1
Chest	1	1	1	1	1	1	1	1	1	1
Desert	2	1	1	3	2	5	3	2	2	2
Door	--	--	--	--	--	--	--	--	--	--
Fence	--	--	1	--	--	--	--	--	--	--
Floor	1	1	1	1	1	1	1	1	1	1
Forest	2	2	1	2	2	3	3	2	2	2
Fort	2	2	1	2	2	2	2	2	2	2
Gate	2	2	1	2	2	2	2	2	2	2
House	1	1	1	1	1	1	1	1	1	1
Ledge	4	4	1	--	3	6	6	3	3	3
Mountain	3	4	1	--	3	6	6	3	3	3
Peak	--	--	1	--	--	--	--	--	--	--
Pillar	2	2	1	2	2	3	3	2	2	2
Plain	1	1	1	1	1	1	1	1	1	1
River	2	--	1	--	5	--	--	4	5	--
Sea	2	--	1	--	--	--	--	--	--	--
Stairs	1	1	1	1	1	1	1	1	1	1
Throne	1	1	1	1	1	1	1	1	2	1
Village	1	1	1	1	1	1	1	1	1	1
Wall	--	--	--	--	--	--	--	--	--	--














Movement Costs - Other Classes

Name	Ballistician	Freelancer	Lord	Manakete	Thief
Armory/Vendor	1	1	1	1	1
Bridge	1	1	1	1	1
Chest	1	1	1	1	1
Desert	3	2	2	2	2
Door	--	--	--	--	--
Fence	--	--	--	--	--
Floor	1	1	1	1	1
Forest	3	2	2	2	2
Fort	2	2	2	2	2
Gate	2	2	2	2	2
House	1	1	1	1	1
Ledge	--	3	4	4	4
Mountain	--	3	4	4	4
Peak	--	--	--	--	--
Pillar	3	2	2	2	2
Plain	1	1	1	1	1
River	--	2	5	--	5
Sea	--	2	--	--	--
Stairs	1	1	1	1	1
Throne	1	1	1	1	1
Village	1	1	1	1	2
Wall	--	--	--	--	--

Weapons

The following tables reveal every weapon that can be obtained throughout the adventure. Most weapons are common and can be purchased from stores throughout the land; others are rare and much harder to find. See the "Shops" section to see what each armory and vendor has to sell, and check the "Secrets and Extras" section to find the locations of rare and unique weaponry.

Swords

Icon	Name	Weapon Rank	Uses	Cost to Buy	Mt	Hlt	Crit	Wt	Range	Notes
	Armorslayer	C	20	1,000	7	80	0	9	1	Strong against Knights and Generals
	Devil Sword	D	25	--	17	100	0	4	1	May damage wielder; cannot be forged
	Falchion (Strong)	E	--	--	12	100	0	7	1	Only usable by Marth; cannot be forged; unlimited uses; strong against Manaketes; can be used to recover HP each turn
	Falchion (Weak)	E	--	--	7	90	0	9	1	Only usable by Marth; cannot be forged; unlimited uses; strong against Manaketes; can be used to recover HP each turn
	Iron Sword	E	40	400	5	100	0	4	1	
	Killing Edge	C	20	1,500	8	90	20	6	1	
	Levin Sword	C	20	1,600	6	90	0	6	1-2	Deals magical damage
	Mercurius	A	20	--	18	100	10	8	1	Cannot be forged
	Rapier	E	28	1,120	5	100	10	4	1	Only usable by Marth; strong against Cavaliers, Paladins, Knights, and Generals
	Silver Sword	B	20	2,000	12	100	0	5	1	
	Steel Sword	D	35	875	8	90	0	8	1	
	Wo Dao	C	20	1,400	7	85	30	5	1	
	Wyrmslayer	C	15	1,200	7	80	0	9	1	Strong against Manaketes

Lances

Icon	Item Name	Weapon Rank	Uses	Cost to Buy	Mt	Hit	Crit	Wt	Range	Notes
	Iron Lance	E	40	480	6	90	0	5	1	
	Dragonpike	C	15	1,350	8	70	0	10	1	Strong against Manaketes
	Gradivus	A	20	0	19	90	0	8	1-2	Cannot be forged; can be used to recover HP each turn
	Javelin	D	30	750	7	70	0	7	1-2	
	Killer Lance	C	20	1,800	9	80	20	6	1	
	Ridersbane	C	20	1,200	8	70	0	10	1	Strong against Cavaliers and Paladins
	Silver Lance	B	20	2,200	13	90	0	6	1	
	Steel Lance	D	35	980	9	80	0	9	1	
	Wing Spear	E	28	1,120	8	90	10	4	1	For Caeda only; strong against Cavaliers, Paladins, Knights, and Generals

Axes

Icon	Item Name	Weapon Rank	Uses	Cost to Buy	Mt	Hit	Crit	Wt	Range	Notes
	Devil Axe	D	25	0	17	100	0	8	1	May damage wielder instead of enemy; cannot be forged
	Hammer	C	20	1,100	9	60	0	11	1	Strong against Knights and Generals
	Hand Axe	D	30	540	8	60	0	8	1-2	
	Hauteclere	A	20	0	18	80	0	9	1	Cannot be forged; can be used to recover HP each turn
	Iron Axe	E	40	320	7	80	0	6	1	
	Killer Axe	C	20	1,400	10	70	20	7	1	
	Poleax	C	15	1,050	9	60	0	11	1	Strong against Cavaliers and Paladins
	Silver Axe	B	20	1,600	14	80	0	7	1	
	Steel Axe	D	35	700	10	70	0	10	1	

Bows

Icon	Item Name	Weapon Rank	Uses	Cost to Buy	Mt	Hit	Crit	Wt	Range	Notes
	Iron Bow	E	40	440	5	90	0	4	2	Strong against all fliers
	Killer Bow	C	20	1,600	8	80	20	6	2	Strong against all fliers
	Longbow	C	25	2,000	8	70	0	8	2-3	Only usable by Archers and Snipers; strong against all fliers
	Parthia	A	20	0	17	100	0	7	2	Cannot be forged; strong against all fliers
	Silver Bow	B	20	2,100	12	90	0	5	2	Strong against all fliers
	Steel Bow	D	35	770	8	80	0	8	2	Strong against all fliers

Ballistae

Icon	Item Name	Weapon Rank	Uses	Cost to Buy	Mt	Hit	Crit	Wt	Range	Notes
	Arrowspate	--	20	1,000	12	80	0	6	3-10	Strong against all fliers
	Hoistflamme	--	20	1,000	12	90	0	10	3-10	
	Pachyderm	--	20	3,000	18	70	0	10	3-10	
	Stonehoist	--	40	1,200	15	50	0	8	3-10	
	Thunderbolt	--	10	700	10	80	0	5	3-10	Deals magical damage; strong against other Ballisticians

Tomes

Icon	Item Name	Weapon Rank	Uses	Cost to Buy	Mt	Hit	Crit	Wt	Range	Notes
	Aura	B	25	--	18	90	0	1	1-2	Only usable by female characters; Linde can use with Tomes: E; cannot be forged
	Blizzard	D	23	690	7	80	5	2	1-2	
	Bolganone	C	13	1,690	12	70	0	4	1-2	
	Elfire	D	18	1,260	9	80	0	3	1-2	
	Excalibur	B	33	--	13	100	20	1	1-2	Only usable by male characters; Merric can use with Tomes: E; cannot be forged; strong against all fliers
	Fire	E	25	300	5	100	0	1	1-2	
	Imhullu	A	0	--	14	70	0	4	1-2	Negates all damage; unlimited uses; only usable by Gharnef (cannot be obtained by player)
	Starlight	C	13	--	13	100	0	4	1-2	Penetrates Imhullu's damage barrier; cannot be forged
	Swarm	B	25	--	6	70	0	5	3-10	
	Thoron	C	21	--	13	100	10	4	1-2	
	Thunder	E	21	420	6	90	0	2	1-2	

Staves

Icon	Item Name	Weapon Rank	Uses	Cost to Buy	Mt	Hit	Crit	Wt	Range	Notes
	Aum	A	1	0					--	Only usable by princesses (Caeda, Elice, Minerva, and Maria); can bring one fallen comrade back to life
	Barrier	D	18	2,520					1	Increases the Res of an adjacent ally by 7 (effect wears down each turn)
	Fortify	A	12	3,000	8				--	Replenishes small amount of HP to all allied units across the battlefield
	Hammerne	E	12	0					1	Only usable by Lena; can be used to restore all of an item's uses (some items are not suitable targets)
	Heal	E	20	800	8				1	Replenishes small amounts of HP
	Mend	D	16	1,280	15				1	Replenishes large amounts of HP
	Physic	C	10	1,500	8				Any	Replenishes small amounts of HP; can be used to heal distant allies
	Recover	B	13	1,690					1	Replenishes all HP
	Warp	C	7	0					1	Can teleport an adjacent ally to any open space on the battlefield

Dragonstones

Icon	Item Name	Weapon Rank	Uses	Cost to Buy	Mt	Hit	Crit	Wt	Range	Max Range	Notes
	Divinestone	--	30	--	18	100	0	1	1	1	Only usable by Tiki and Nagi; cannot be forged; strong against Manaketes
	Earthstone	--	--	--	20	70	0	1	1	2	For Medeus only; unlimited uses
	Firestone	--	30	--	15	85	0	1	1	1	Cannot be forged
	Magestone	--	30	--	15	85	0	1	1	1	Negates all magical damage; only usable by enemies (cannot be obtained by player)

Items

The following tables reveal all items in the game. Consumable items are those that vanish from your inventory after all their uses have been expended. Other items are those that never expire, instead giving special abilities to their owners.

Consumable Items

Icon	Item Name	Uses	Cost to Buy	Notes
	Arms Scroll	1	2,500	An item that increases a unit's weapon rank for whatever weapon or magic is equipped
	Boots	1	--	An item that increases movement by 2
	Bridge Key	1	900	Used to lower drawbridges
	Bullion (L)	0	--	A precious item that fetches 20,000 gold when sold
	Bullion (M)	0	--	A precious item that fetches 15,000 gold when sold
	Bullion (S)	0	--	A precious item that fetches 10,000 gold when sold
	Bullion (XL)	0	--	A precious item that fetches 30,000 gold when sold
	Door Key	1	500	Used to unlock doors
	Dracoshield	1	2,500	An item that increases defense by 2
	Energy Drop	1	2,500	An item that increases strength by 2
	Geosphere	3	--	Can be used to inflict 13 damage to all units across the battlefield (both allies and enemies)
	Goddess Icon	1	2,500	An item that increases luck by 2
	Master Key	5	--	Used to unlock doors, open chests, or lower drawbridges
	Master Seal	1	2,500	An item that promotes a lesser-class unit at Level 10 or above to a higher class
	Pure Water	3	600	Used to boost Res stat by 7 points (effect wears down each turn)
	Secret Book	1	2,500	An item that increases skill by 2
	Seraph Robe	1	2,500	An item that increases maximum HP by 7
	Speedwing	1	2,500	An item that increases speed by 2
	Spirit Dust	1	2,500	An item that increases magic by 2
	Talisman	1	2,500	An item that increases resistance by 2
	Vulnerary	3	360	Used to recover small amounts of HP

Other Items

Icon	Item Name	Notes
	Silver Card	Gives its bearer a half-price discount at shops
	VIP Card	Grants its bearer access to secret shops through the land
	Iote's Shield	Negates bonus damage dealt to flying units by arrows and the like
	Lightsphere	Nullifies terrain effects, possibly increasing hit chance and damage; also used to form the Starlight tome
	Starsphere	Weapon uses do not diminish for the unit that carries this item; also used to form the Starlight tome
	Fire Emblem	Only usable by Marth; cannot be unequipped; enables Marth to open treasure chests without using keys

Shops

This table shows the location of each armory and vendor in each chapter, along with the goods they offer. Goods sold in limited quantities are denoted as such.

Shops by Chapter

Chapter	Shop Type	Coordinates (X,Y)	Available Goods
1	Armory	(26,3)	Iron Axe, Iron Bow, Iron Lance, Iron Sword, Javelin
2	Armory	(8,10)	Hammer, Hand Axe, Iron Axe, Iron Bow, Iron Sword, Steel Axe
3	Armory	(4,3)	Hammer, Iron Axe, Iron Bow, Iron Lance, Iron Sword, Steel Lance, Steel Sword
4	Armory	(16,19)	Hammer, Iron Bow, Iron Lance, Iron Sword, Steel Lance, Steel Sword
5	Armory	(16,4)	Hand Axe, Javelin, Iron Bow, Iron Lance, Iron Sword, Steel Bow, Steel Lance, Steel Sword
6	Armory	(18,20)	Hammer, Javelin, Iron Bow, Iron Lance, Iron Sword, Steel Axe, Steel Lance, Steel Sword
7	Armory	(13,3)	Hand Axe, Iron Bow, Iron Lance, Iron Sword, Steel Bow, Steel Sword
8	Armory	(16,25)	Iron Bow, Iron Sword, Rapier (x1), Silver Sword, Steel Sword
8	Armory	(17,25)	Javelin, Iron Lance, Silver Lance, Steel Lance, Wing Spear (x1)
8	Armory	(17,26)	Hand Axe, Iron Axe, Iron Bow, Steel Axe, Steel Bow
8	Vendor	(15,25)	Blizzard, Fire, Thunder
8	Vendor	(15,26)	Door Key, Heal, Vulnerary
9	Armory	(27,24)	Javelin, Steel Axe, Steel Bow, Steel Lance, Steel Sword
10	Armory	(2,13)	Steel Axe, Steel Bow, Steel Lance, Steel Sword
10	Armory	(4,15)	Hammer, Hand Axe, Javelin, Silver Axe
10	Vendor	(4,13)	Bridge Key, Door Key, Pure Water, Vulnerary
11	Armory	(24,22)	Steel Axe, Steel Bow, Steel Lance, Steel Sword
11	Armory	(25,22)	Hand Axe, Javelin, Rapier (x1), Silver Lance, Silver Sword
11	Vendor	(26,20)	Door Key, Heal, Mend, Vulnerary
11	Vendor	(25,20)	Blizzard, Fire, Thunder
12	Armory	(26,25)	Armorslayer, Iron Sword, Killing Edge, Silver Sword, Steel Sword
13	Armory	(15,16)	Silver Lance, Steel Axe, Steel Bow, Steel Lance, Steel Sword
14	Vendor	(11,18)	Door Key, Heal, Pure Water, Thunder, Vulnerary
14	Armory	(11,19)	Armorslayer, Ridersbane, Silver Bow, Silver Lance, Steel Bow
15	Armory	(10,1)	Armorslayer, Hand Axe, Javelin, Killing Edge, Rapier (x1), Ridersbane
15	Armory	(11,1)	Silver Axe, Silver Bow, Steel Axe, Steel Bow, Steel Lance
15	Vendor	(12,1)	Blizzard, Bolganone, Elfire, Fire, Thunder
15	Vendor	(13,1)	Heal, Mend, Pure Water, Vulnerary
16	Armory	(9,19)	Armorslayer, Hand Axe, Javelin, Wing Spear (x1)
16	Armory	(9,20)	Silver Axe, Silver Bow, Silver Lance, Silver Sword, Steel Bow
16	Vendor	(11,19)	Door Key, Heal, Mend, Recover, Vulnerary
16	Vendor	(11,20)	Blizzard, Bolganone, Elfire, Fire, Thunder, Vulnerary
18	Armory	(28,15)	Armorslayer, Levin Sword, Rapier (x1), Ridersbane, Silver Sword
18	Armory	(30,17)	Silver Bow, Silver Lance, Steel Axe, Steel Bow, Steel Lance
18	Vendor	(30,15)	Bolganone, Blizzard, Elfire, Fire, Thunder
18	Vendor	(28,17)	Pure Water, Mend, Recover, Vulnerary
20	Vendor	(27,4)	Blizzard, Elfire, Fire, Thunder
20	Armory	(28,5)	Armorslayer, Hand Axe, Javelin, Killing Edge, Rapier (x1), Ridersbane
20	Armory	(27,5)	Silver Axe, Silver Sword, Steel Axe, Steel Bow, Steel Lance
21	Armory	(18,1)	Hand Axe, Iron Axe, Killer Axe, Silver Axe, Steel Axe
21	Vendor	(17,1)	Blizzard, Bolganone, Elfire, Mend, Recover, Vulnerary
22	Armory	(8,5)	Arrowspate, Hoistflamme, Iron Bow, Killer Blow, Steel Bow, Stonehoist
22	Armory	(9,5)	Iron Lance, Javelin, Killer Lance, Silver Lance, Steel Lance, Wing Spear (x1)
22	Vendor	(9,6)	Blizzard, Elfire, Fire, Thunder
22	Vendor	(10,6)	Heal, Mend, Recover, Vulnerary
24	Armory	(3,2)	Armorslayer, Dragonpike, Iron Sword, Killing Edge, Levin Sword, Rapier (x1), Silver Sword, Steel Sword, Wyrmslayer
24	Vendor	(4,2)	Bolganone, Elfire, Mend, Pure Water, Recover, Vulnerary
25	Vendor	(29,26)	Door Key, Vulnerary

Online Shop



Set your DS up for Nintendo Wi-Fi Connection and you'll be able to browse a special online shop that offers select goods. Choose "Extras" from the main menu, then choose "Nintendo WFC" to start shopping online. Note that some

items are only available during certain timeframes, and that you may only own a certain amount of others, as noted in the following table.



TIP Refer to your instruction manual for details on how to interact with Nintendo Wi-Fi Connection.

Online Shop

Item	Purchase Limit	Availability
Javelin	None	Always available
Hand Ax	None	Always available
Steel Sword	None	Always available
Steel Lance	None	Always available
Steel Axe	None	Always available
Steel Bow	None	Always available
Thunder	None	Always available
Blizzard	None	Always available
Mend	None	Always available
Master Key	None	Always available
Vulnerary	None	Always available
Pure Water	None	Always available
Silver Bow	None	From the beginning of the month to GMT 7:00 AM on the 1st Monday of the month, and from GMT 7:00 AM on the 4th Monday of the month to the end of the month
Silver Sword	None	From GMT 7:00 AM on the 1st Monday of the month to GMT 7:00 AM on the 2nd Monday of the month
Silver Lance	None	From GMT 7:00 AM on the 2nd Monday of the month to GMT 7:00 AM on the 3rd Monday of the month
Silver Axe	None	From GMT 7:00 AM on the 3rd Monday of the month to GMT 7:00 AM on the 4th Monday of the month
Brave Sword	3 per save	From GMT 7:00 AM on the 1st Saturday of the month to GMT 7:00 AM on the 1st Monday of the month
Brave Lance	3 per save	From GMT 7:00 AM on the 2nd Saturday of the month to GMT 7:00 AM on the 2nd Monday of the month
Brave Axe	3 per save	From GMT 7:00 AM on the 3rd Saturday of the month to GMT 7:00 AM on the 3rd Monday of the month
Brave Bow	3 per save	From GMT 7:00 AM on the 4th Saturday of the month to GMT 7:00 AM on the 4th Monday of the month
Wo Dao	5 per save	From GMT 7:00 AM on any day with "3" in the last digit to GMT 7:00 AM the next day
Master Seal	15 per save	From GMT 7:00 AM on any day with "5" in the last digit to GMT 7:00 AM the next day
Longbow	5 per save	From GMT 7:00 AM on any day with "7" in the last digit to GMT 7:00 AM the next day
Elysian Whip	3 per save	From GMT 7:00 AM on any day with "1" in the last digit to GMT 7:00 AM the next day
Killer Lance	None	From GMT 7:00 AM on the 1st to GMT 7:00 AM on the 11th (every month)
Armorslayer	None	From GMT 7:00 AM on the 1st to GMT 7:00 AM on the 11th (every month)
Poleax	None	From GMT 7:00 AM on the 1st to GMT 7:00 AM on the 11th (every month)
Killer Axe	None	From GMT 7:00 AM on the 11th to GMT 7:00 AM on the 21st (every month)
Ridersbane	None	From GMT 7:00 AM on the 11th to GMT 7:00 AM on the 21st (every month)
Wyrm Slayer	None	From GMT 7:00 AM on the 11th to GMT 7:00 AM on the 21st (every month)
Killing Edge	None	From GMT 7:00 AM on the 21st to GMT 7:00 AM on the 1st of the next month (every month)
Levin Sword	None	From GMT 7:00 AM on the 21st to GMT 7:00 AM on the 1st of the next month (every month)
Dragonpike	None	From GMT 7:00 AM on the 21st to GMT 7:00 AM on the 1st of the next month (every month)
Hammer	None	From GMT 7:00 AM on the 21st to GMT 7:00 AM on the 1st of the next month (every month)

Secrets and Extras

The last few pages of this book reveal some of *Fire Emblem: Shadow Dragon*'s best-kept secrets.

Special Class: Falcoknight

With the use of a special item that's only sold in the online shop, Pegasus Knights can be promoted to awesome Falcoknights instead of Dracoknights. Purchase the Elysian Whip from the online store during the brief timeframe that it's available, then use the Elysian Whip to promote a Level 10 or higher Pegasus Knight to a rare and powerful Falcoknight!

Triangle Attack



Palla, Catria, and Est can work together to execute a devastating strike known as the Triangle Attack. To perform this strike, all three sisters must be positioned around an enemy in a triangle pattern, as shown.

Once the three sisters have surrounded an enemy, executing any melee attack with any one of them unleashes a special Triangle Attack that delivers a devastating amount of damage. The attack is similar to a critical hit: It can't miss, and it deals triple damage!



TIP Exploit the Triangle Attack to quickly increase Palla, Catria, and Est's levels. Get all three up to Level 10, then promote them into Dracoknights or Falcoknights to gain a truly awesome aerial strike force!

Starlight Tome



The evil sorcerer Gharnef cannot be harmed because of his powerful Imhullu magic, which negates all damage done to him. There is a way to break through Gharnef's spell, however. First, collect two special items called the Lightsphere

and the Starsphere during Chapter 19—Manakete Princess. Then equip Marth with both spheres and send him to visit Sage Gotoh at the village during Chapter 22—A Knight-Filled Sky. Gotoh will use the spheres' powers to create a powerful tome called Starlight—the only magic capable of shattering Imhullu and harming Gharnef! Use Starlight to defeat the real Gharnef during Chapter 23—Dark Pontifex and claim a powerful version of the legendary sword, Falchion.

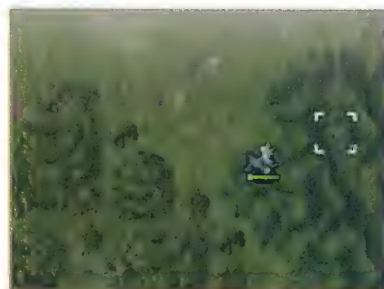
Secret Shops

Obtain the VIP Card by defeating an enemy Bishop during Chapter 17—Star and Savior, and you'll be able to visit four secret shops spread throughout the land. Here are the locations of each secret shop, along with the special goods they sell.



Chapter 17—Star and Savior—The nook north of the throne

Chapter 21—Clash in Macedon—The lone eastern plain surrounded by mountains



Chapter 23—Dark Pontifex—The door-like tile north of the throne

Chapter 24—The Dragonkin Realm—The lone southwest plain surrounded by mountains



Secret Shops by Chapter

Chapter	Coordinates (X,Y)	Available Goods
17 - Star and Savior	(25,4)	Dragonpike (x3), Killer Axe (x3), Killer Bow (x3), Killer Lance (x3), Killing Edge (x3), Longbow (x3), Poleax (x3), Wyrmslayer (x3)
21 - Clash in Macedon	(30,6)	Energy Drop (x3), Goddess Icon (x3), Secret Book (x3), Speedwing (x3), Spirit Dust (x3)
23 - Dark Pontifex	(15,2)	Master Seal (x3)
24 - The Dragonkin Realm	(1,28)	Arms Scroll (x3), Dracoshield (x3), Seraph Robe (x3), Talisman (x3)

Master Seals



Special items called Master Seals are scattered throughout the land, each one capable of promoting a Level 10 or higher unit to a superior class. The following table shows the locations of all 14 Master Seals you can find; see the previous "Characters" section for details on the benefits each class gains upon Master Seal promotion.

Master Seal Locations

No.	Chapter	Location
1	10 - Princess Minerva	Carried by an enemy Hero (defeat to obtain)
2	12 - The Ageless Palace	Carried by an enemy Paladin named Heimler (defeat to obtain)
3	12 - The Ageless Palace	Treasure chest
4	16 - The Battle for Altea	Carried by an enemy Hero (defeat to obtain)
5	17 - Star and Savior	Treasure chest
6	18 - The Sable Order	Carried by the boss enemy, Sternlin (defeat to obtain)
7	19 - Manakete Princess	Carried by an enemy Sniper (defeat to obtain)
8	19 - Manakete Princess	Treasure chest
9	21 - Clash in Macedon	Carried by the boss enemy, Orridyon (defeat to obtain)
10	23 - Dark Pontifex	Carried by an enemy Bishop (defeat to obtain)
11	23 - Dark Pontifex	Carried by another enemy Bishop (defeat to obtain)
12	23 - Dark Pontifex	Secret shop (costs 2,500 gold)
13	23 - Dark Pontifex	Secret shop (costs 2,500 gold)
14	23 - Dark Pontifex	Secret shop (costs 2,500 gold)

Special Weapons

Some weapons are extremely rare; others are one of a kind. The following table details each of these special weapons, revealing where to find them.

Special Weapons

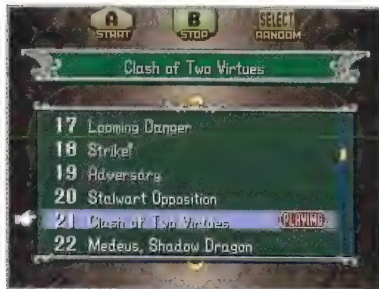
Name	Type	Location	How to Get
Aura	Tome	Chapter 11 - Knorda Market	Carried by Linde (visit village to recruit and obtain)
Aura	Tome	Chapter 24x - The Alterspire	Open a treasure chest
Excalibur	Tome	Chapter 4 - Battle in the Lea	Carried by Merric (visit village to recruit and obtain)
Excalibur	Tome	Chapter 24x - The Alterspire	Open a treasure chest
Falchion (strong)	Sword	Chapter 23 - Dark Pontifex	Defeat the real Gharnef using the Starlight tome
Falchion (weak)	Sword	Chapter 24x - The Alterspire	Awarded upon chapter completion
Gradivus	Lance	Chapter 20 - Camus the Sable	Carried by Camus (defeat to obtain)
Hauteclere	Axe	Chapter 10 - Princess Minerva	Carried by Minerva (recruit to obtain)
Mercurius	Sword	Chapter 18 - The Sable Order	Carried by Est (recruit to obtain)
Parthia	Bow	Chapter 12 - The Ageless Palace	Awarded upon chapter completion



Alternate Endings

After completing the game, you'll be treated to one of two special ending sequences, depending on whether or not Caeda survived the entire campaign and is still at Marth's side at the game's end. We don't want to give anything away, but naturally the ending's a little happier if Caeda lives!

Event Recap and Sound Room



Beat the game to unlock two special extras—the Event Recap and Sound Room. Visit the Event Recap to watch all dialogue events that transpired during the course of your adventure. Check the Sound Room to listen to each of the game's powerful musical scores.

All Sound Room tracks are unlocked after beating the game, but only the events you saw as you played through the adventure are available for viewing at the Event Recap. To help you find all those missing events, the following table lists each and every Event Recap entry, along with any special requirements for unlocking them (other than simply playing through the adventure).

Event Recaps

No.	Chapter	Type	Title	Special Notes
1	Prologue I	Opening	Beginnings	--
2	Prologue I	Scene	Gra's Betrayal	--
3	Prologue I	Scene	Stolen Throne	--
4	Prologue I	Ending	Castle Escape	--
5	Prologue II	Opening	The Knights Arrive	--
6	Prologue II	Opening	Gra Gloats	--
7	Prologue II	Scene	Beware the Bow	--
8	Prologue II	Ending	Return from Gra	--
9	Prologue II	Ending	Elice's Resolve	--
10	Prologue III	Opening	His Last Words	--
11	Prologue III	Opening	Ask Your People	--
12	Prologue III	Scene	Jagen's Counsel	--
13	Prologue III	Scene	Beware the Mages	--
14	Prologue III	Ending	The Prince's Fate	--
15	Prologue IV	Opening	On to Talys	--
16	Prologue IV	Scene	The Enemy Plot	--
17	Prologue IV	Scene	Gordin Gagged	--
18	Prologue IV	Scene	A Painful Choice	Gordin recruited
19	Prologue IV	Scene	Marth the Decoy?	Marth sent to the decoy fort
20	Prologue IV	Scene	The Decoy (Jagen)	Jagen sent to the decoy fort
21	Prologue IV	Scene	The Decoy (Cain)	Cain sent to the decoy fort
22	Prologue IV	Scene	The Decoy (Abel)	Abel sent to the decoy fort
23	Prologue IV	Scene	The Decoy (Frey)	Frey sent to the decoy fort
24	Prologue IV	Scene	The Decoy (Gordin)	Gordin sent to the decoy fort
25	Prologue IV	Scene	North Door (Decoy)	--
26	Prologue IV	Scene	North Door Tragedy	Gordin defeated during battle
27	Prologue IV	Scene	North Door (Alone)	All characters were defeated except Marth
28	Prologue IV	Scene	Village Visit	--
29	Prologue IV	Scene	Gordin's Rescue	Gordin recruited; decoy planted at fort
30	Prologue IV	Village	The Bow She Used	Have Marth visit the region's village
31	Prologue IV	Ending	Setting Sail	Five or more characters still alive by the Prologue's end
32	Prologue IV	Ending	Setting Sail (Norne)	Four or fewer characters alive by the Prologue's end
33	Prologue IV	Ending	Farewell (Jagen)	Jagen was sent to the decoy fort
34	Prologue IV	Ending	Farewell (Cain)	Cain was sent to the decoy fort
35	Prologue IV	Ending	Farewell (Abel)	Abel was sent to the decoy fort
36	Prologue IV	Ending	Farewell (Frey)	Frey was sent to the decoy fort
37	Prologue IV	Ending	Farewell (Gordin)	Gordin was sent to the decoy fort
38	Prologue IV	Ending	Assuredly	--
39	Prologue IV	Ending	Assuredly (Draug)	Jagen fell during the Prologue
40	1 - Marth Embarks	Opening	Pirate Raid	--
41	1 - Marth Embarks	Opening	Pirate Raid (Draug)	Jagen fell during the Prologue
42	1 - Marth Embarks	Village	Stop the Pirates	Have Marth visit the region's village
43	1 - Marth Embarks	Village	The Curate's Help	Have Marth visit the region's village to recruit Wrys
44	1 - Marth Embarks	Ending	Departure	--
45	2 - The Pirates of Galder	Opening	Dependable Men	--
46	2 - The Pirates of Galder	Village	Save Our Angel	Have Marth visit the region's village
47	2 - The Pirates of Galder	Scene	Pirate No More	Darros recruited
48	2 - The Pirates of Galder	Scene	Caeda's Kindness	Castor recruited
49	2 - The Pirates of Galder	Scene	What Defines You	Have Marth talk to Castor after recruiting

No.	Chapter	Type	Title	Special Notes
50	2 - The Pirates of Galder	Ending	Into the Teeth	--
51	3 - A Brush in the Teeth	Opening	Run, Sister!	--
52	3 - A Brush in the Teeth	Village	Gift or Curse?	Have Marth visit the region's village
53	3 - A Brush in the Teeth	Scene	The High Bidder	Navarre recruited
54	3 - A Brush in the Teeth	Scene	Laconic Swordsman	Have Marth talk to Navarre during the chapter after recruiting
55	3 - A Brush in the Teeth	Scene	Power to Help	Have Marth talk to Lena during the chapter
56	3 - A Brush in the Teeth	Scene	No Better Deal	Have Marth talk to Julian during the chapter
57	3 - A Brush in the Teeth	Ending	The Sires' Stash	--
58	4 - Battle in the Lea	Opening	Enemy in the Lea	--
59	4 - Battle in the Lea	Village	Old Friend	Have Marth visit the region's village to recruit Merric
60	4 - Battle in the Lea	Village	The People's Wish	Have Marth visit the region's village
61	4 - Battle in the Lea	Scene	Sister Knows Best	Matthis recruited
62	4 - Battle in the Lea	Scene	Two Princes	Have Marth talk to Matthis during the chapter after recruiting
63	4 - Battle in the Lea	Ending	From the Elder	--
64	5 - Champions of Aurelis	Opening	Altea Has Come	--
65	5 - Champions of Aurelis	Village	Glowin' Red Rock	Have Marth visit the region's village
66	5 - Champions of Aurelis	Scene	Teacher and Pupil	Wendell recruited by Merric
67	5 - Champions of Aurelis	Scene	Pontifical Plea	Wendell recruited by Marth
68	5 - Champions of Aurelis	Scene	Pontifical Plea (Ally)	Have Marth talk to Wendell during the chapter after recruiting him with Merric
69	5 - Champions of Aurelis	Scene	Fast Friends	Have Marth talk to Hardin during the chapter
70	5 - Champions of Aurelis	Ending	Into the Halls	--
71	6 - Fire Emblem	Opening	Emerus Panics	--
72	6 - Fire Emblem	Scene	Missed Ya, Chief	Rickard recruited by Julian
73	6 - Fire Emblem	Scene	Springing the Thief	Rickard recruited by Marth
74	6 - Fire Emblem	Scene	Small-Time Thief	Have Marth talk to Rickard during the chapter after recruiting him with Julian
75	6 - Fire Emblem	Ending	The Fire Emblem	--
76	6x - In War's Grip	Opening	Unselfish Creature	--
77	6x - In War's Grip	Village	Vun Voman!	Have Marth visit the region's village to recruit Athena
78	6x - In War's Grip	Ending	In War's Grip	--
79	6x - In War's Grip	Ending	Grateful	Athena recruited during the chapter and still alive by its end
80	7 - Lefcandith Gauntlet	Opening	Lefcandith Gauntlet	--
81	7 - Lefcandith Gauntlet	Scene	Minerva Withdraws	Allow Minerva to withdraw without defeating her
82	7 - Lefcandith Gauntlet	Scene	Palla Withdraws	Defeat Minerva
83	7 - Lefcandith Gauntlet	Scene	Catria Withdraws	Defeat Minerva after defeating Palla
84	7 - Lefcandith Gauntlet	Scene	Est Withdraws	Defeat Minerva after defeating both Palla and Catria
85	7 - Lefcandith Gauntlet	Village	Aged Fire Dragon	Have Marth visit the region's village to recruit Bantou
86	7 - Lefcandith Gauntlet	Ending	The Manaketes	--
87	8 - Port Warren	Opening	Help from Warren	--
88	8 - Port Warren	Scene	Red-Faced Roger	Roger recruited
89	8 - Port Warren	Scene	Love's Messenger?	Have Marth talk to Roger during the chapter after recruiting
90	8 - Port Warren	Ending	Pyrathi Exodus	--
91	9 - Pyrathi Dragon	Opening	Dragon's Pyre	--
92	9 - Pyrathi Dragon	Village	Patriotic Sniper	Have Marth visit the region's village to recruit George
93	9 - Pyrathi Dragon	Ending	Minerva's Dilemma	--
94	10 - Princess Minerva	Opening	Princess Minerva	--
95	10 - Princess Minerva	Scene	No Protesting!	Maria Recruited
96	10 - Princess Minerva	Scene	Macedon's Honor	Minerva Recruited
97	10 - Princess Minerva	Ending	Aura's Scion	--
98	11 - Knorda Market	Opening	That Vivid Picture	--
99	11 - Knorda Market	Village	Miloah's Daughter	Have Marth visit the region's village to recruit Linde
100	11 - Knorda Market	Scene	For Anna	Jake Recruited
101	11 - Knorda Market	Scene	Secret Shops	Have Marth talk to Jake during the chapter after recruiting
102	11 - Knorda Market	Ending	Palace Return	--
103	12 - The Ageless Palace	Opening	Captive Knights	--
104	12 - The Ageless Palace	Ending	The Three Regalia	--
105	12x - A Traitor's Worth	Opening	For His People	--

05: Appendices

No.	Chapter	Type	Title	Special Notes
106	12x - A Traitor's Worth	Scene	Let Them Act	--
107	12x - A Traitor's Worth	Scene	Horace's Choice	Have Marth talk to Horace during the chapter
108	12x - A Traitor's Worth	Village	Tarnished Name	Have Marth visit the region's village
109	12x - A Traitor's Worth	Village	Save Our Lord	Have Marth visit the region's village
110	12x - A Traitor's Worth	Scene	After the Battle	Beat the chapter without defeating Horace
111	12x - A Traitor's Worth	Ending	Traitor's Worth	Horace was spared
112	12x - A Traitor's Worth	Ending	Unspoken Worth	Horace was defeated during the chapter
113	13 - The Wooden Cavalry	Opening	Grust's Artillery	--
114	13 - The Wooden Cavalry	Village	Ballistician of Deil	Have Marth visit the region's village to recruit Beck
115	13 - The Wooden Cavalry	Scene	Crushing Dolhr?	Astram recruited
116	13 - The Wooden Cavalry	Scene	Heads Will Roll	Have Marth talk to Astram during the chapter after recruiting
117	13 - The Wooden Cavalry	Ending	Not Just Hate	--
118	14 - Land of Sorrow	Opening	Gra's Sun Sets	--
119	14 - Land of Sorrow	Village	Mysterious Knight	Have Marth visit the region's village
120	14 - Land of Sorrow	Scene	Catria the White	Catria recruited (Minerva already recruited)
121	14 - Land of Sorrow	Scene	Her Wish (Catria)	Catria recruited (Minerva not recruited)
122	14 - Land of Sorrow	Scene	Palla the White	Palla recruited (Minerva already recruited)
123	14 - Land of Sorrow	Scene	Her Wish (Palla)	Palla recruited (Minerva not recruited)
124	14 - Land of Sorrow	Ending	The Lost Blade	--
125	15 - An Oasis of Magic	Opening	Gharnef the Fiend	--
126	15 - An Oasis of Magic	Scene	Gharnef Leaves	--
127	15 - An Oasis of Magic	Ending	Imhullu's Undoing	--
128	16 - The Battle for Altea	Opening	Altean Soil	--
129	16 - The Battle for Altea	Village	Captain Arran	Have Marth visit the region's village to recruit Arran
130	16 - The Battle for Altea	Village	Samson the Hero	Have Marth visit the region's village to recruit Samson
131	16 - The Battle for Altea	Scene	Considerable Ego?	Xane recruited
132	16 - The Battle for Altea	Ending	The Castle Raid	--
133	17 - Star and Savior	Opening	The Mage Dragon	--
134	17 - Star and Savior	Ending	Star and Savior	--
135	17x - Prisoner of Helena	Opening	The Spell Slinger	--
136	17x - Prisoner of Helena	Scene	Pacifist Soldier	--
137	17x - Prisoner of Helena	Ending	War Chest	--
138	17x - Prisoner of Helena	Ending	For a New Era	--
139	18 - The Sable Order	Opening	Grustian Cohort	--
140	18 - The Sable Order	Scene	Mercurius	Est recruited
141	18 - The Sable Order	Ending	The Real Battle	--
142	19 - Manakete Princess	Opening	Manakete Captive	--
143	19 - Manakete Princess	Scene	Awakening	Tiki recruited
144	19 - Manakete Princess	Scene	Call Me Mar-Mar	Have Marth talk to Tiki during the chapter after recruiting
145	19 - Manakete Princess	Ending	Both Orbs in Hand	Both the Lightsphere and Starsphere found during the chapter
146	19 - Manakete Princess	Ending	One Orb in Hand	Either the Lightsphere or the Starsphere found during the chapter
147	19 - Manakete Princess	Ending	No Orbs Found	Neither the Lightsphere nor Starsphere found during the chapter
148	20 - Camus the Sable	Opening	Nyna's Request	--
149	20 - Camus the Sable	Village	Hammerne Staff	--
150	20 - Camus the Sable	Scene	Camus the Sable	--
151	20 - Camus the Sable	Scene	Naught but Hills	Lorenz recruited by Caeda
152	20 - Camus the Sable	Scene	Future in Sight	Lorenz recruited by Marth
153	20 - Camus the Sable	Scene	Caeda's Talent	Have Marth talk to Lorenz during the chapter after recruiting him with Caeda
154	20 - Camus the Sable	Ending	Nyna Grieves	Camus was defeated during the chapter
155	20 - Camus the Sable	Ending	Nyna's Hope	Camus was spared
156	20x - The Lair of Fire	Opening	Ymir's Struggle	--
157	20x - The Lair of Fire	Scene	Good Will Shown	--
158	20x - The Lair of Fire	Ending	Grust's Last Lie	--
159	20x - The Lair of Fire	Ending	Able Warrior	Ymir recruited (Marth talked to Ymir during the chapter)
160	21 - Clash in Macedon	Opening	By My Hands	--
161	21 - Clash in Macedon	Opening	Clash in Macedon	--

01: Introduction

02: Stats and Tactics

03: Campaign Walkthrough

04: Multiplayer

05: Appendices

No.	Chapter	Type	Title	Special Notes
162	21 - Clash in Macedon	Ending	News of Elice	--
163	22 - A Knight-Filled Sky	Opening	A Knight-Filled Sky	--
164	22 - A Knight-Filled Sky	Village	Starlight Complete	Have Marth bring both the Lightsphere and the Starsphere to the village
165	22 - A Knight-Filled Sky	Village	No Starlight	Have Marth Visit the village without both spheres in hand
166	22 - A Knight-Filled Sky	Ending	Spiral of Misery	--
167	23 - Dark Pontifex	Opening	The Dark Pontifex	--
168	23 - Dark Pontifex	Scene	To Stop Gharnef	--
169	23 - Dark Pontifex	Ending	Gharnef Defeated	Gharnef was defeated during the chapter
170	23 - Dark Pontifex	Ending	Gharnef Flees	Gharnef was not defeated during the chapter
171	23 - Dark Pontifex	Ending	Reunion	--
172	24 - The Dragonkin Realm	Opening	Manakete Kingdom	--
173	24 - The Dragonkin Realm	Ending	The Earth Dragon	--
174	24 - The Dragonkin Realm	Ending	Unseen Dimension	Neither Tiki nor the Falchion are in possession
175	24x - The Alterspire	Opening	The Alterspire	--
176	24x - The Alterspire	Ending	Deity Reborn	--
177	25 - Endgame - Chosen By Fate	Opening	Light of Tomorrow	Playing on Normal difficulty; did not visit Chapter 24x
178	25 - Endgame - Chosen By Fate	Opening	Gotoh's Help	Playing on Hard difficulty; did not visit Chapter 24x
179	25 - Endgame - Chosen By Fate	Opening	A Sinister Will	Playing on any difficulty; came from Chapter 24x
180	25 - Endgame - Chosen By Fate	Ending	Medeus's Demise	--
181	Epilogue		Wings of Love	--
182	Epilogue		Artemis's Curse	Caeda fell during the course of the adventure
183	Any	Scene	Caeda's Request	Have Caeda and Ogma talk together during any chapter
184	Any	Scene	Maria Steps Up	Have Maria and Minerva talk together during any chapter
185	Any	Scene	Between Mages	Have Linde and Merric talk together during any chapter
186	Any	Scene	Beneath Archanea's Banner	Have Astram and Boah talk together during any chapter
187	Any	Scene	Whitewinged Parley	Have Minerva and Palla talk together during any chapter
188	Any	Scene	The Path I Chose	Have Catria and Minerva talk together during any chapter
189	Any	Scene	Fighting Her Hardest	Have Est and Minerva talk together during any chapter
190	Any	Scene	Comforting Words	Have Est and Palla talk together during any chapter
191	Any	Scene	Three as One	Have Est and Catria talk together during any chapter
192	Any	Scene	Xane's Mischief	Have Tiki and Xane talk together during any chapter
193	Any	Scene	Tender Thoughts	Have Elice and Merric talk together during any chapter



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